

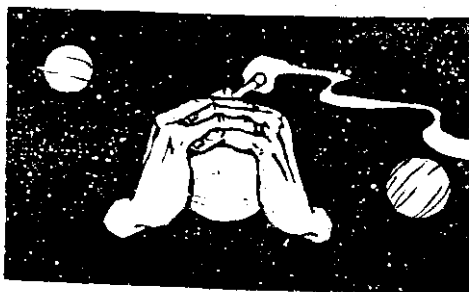
JUSTIFIERS RPG™

The Silent Corp SourceBook



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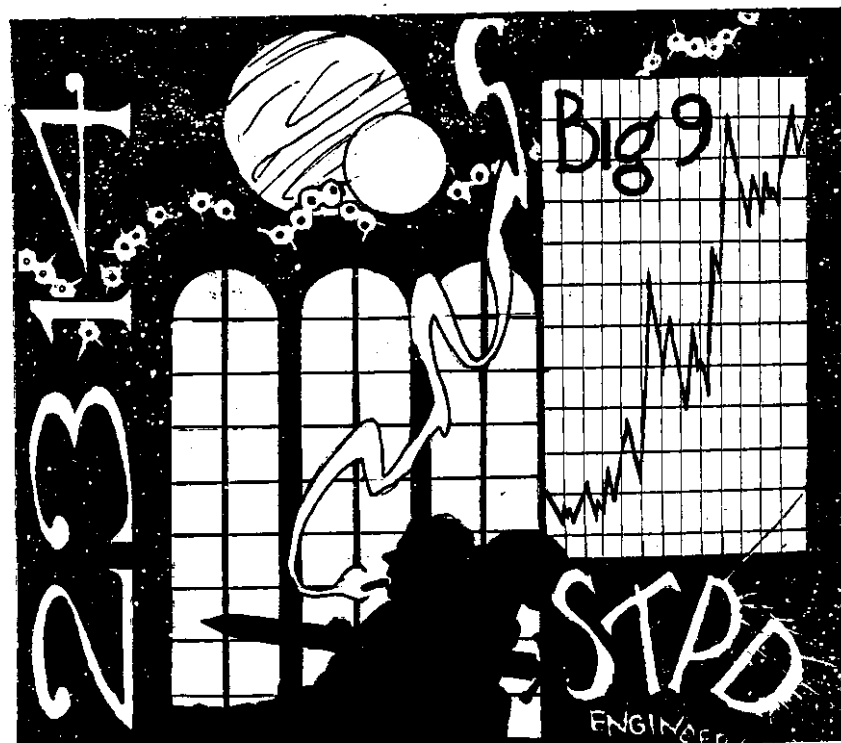
INTRODUCTION

Welcome to The Silent Corporation, a sourcebook for the Justifiers RPG. Focusing primarily on organized crime in the 24th century, this book also includes new equipment, new skills, and introduces drugs, bringing a seamier side of the universe into any GM's campaign.

This book opens in 2314, the beginning of a new troubled time for the Corporations. As more Corps are being formed daily, organized crime is still extending its tendrils anywhere there is money, and the law enforcement personnel of the universe are hard pressed to stem the tide. While the power of the "Big 9" Corporations is growing daily, the major Corps are busy trying to hold onto what they have. And perhaps the most important event of the decade is beginning: the collapse of STPD Engineering.

All you need to use this book is the Justifiers RPG and a few friends. While the Corporate Sourcebook is not required, its use in the game will add depth and realism to the campaign. And remember, as long as shadows exist in men's hearts, so will the Silent Corporation.

Have fun!



THE SILENT CORPORATION

The Silent Corporation, or the Mob as some would call it, has existed since the early days of pre-spaceflight Earth. Living outside the law, it has thrived by making money in the areas of business that most people wouldn't touch, some legal, others not. Its structure is similar to the average Corporation, but with subtle differences. There is no known "homeworld" for instance; the law enforcement branches would have invaded that long ago. Instead, the Silent Corporation exists in the nether world of family compounds, secret meetings, dummy corporations, unknown members, and unidentified computer files. In fact, many Corporations are "way stations" for illegal merchandise and personnel.

HISTORY

The Silent Corporation has been in existence in one form or another since mankind first gained intelligence. Made up of those who felt that the "legal" way of making a living was slow/dirty/boring compared to the profits to be made in illegal activities, their ideology crossed borders: to make money in any way possible.

This is not to say that the persons who made up these primitive mobsters were without morals. The fact is that some were decent, upstanding people who disagreed with the way the old Earth governments ran things. Taking an active role, frequently they held more power and respect over the common man than the rulers. A case in point is the Purple Gang based in Detroit, Michigan, USA. The group originally began as a militant branch of the Jewish Defense League, financing their endeavors through the sale of liquor during the Prohibition of the 1920's. Unfortunately, as the gang's power grew, they attracted the bad elements of society.

Not all criminals were just greedy while still retaining some morals. As it has happened throughout history, these organizations attracted the misfits and psychopaths living in society, frequently filling their ranks with killers and lunatics. While these people seldom grew to hold positions of power, enough did to make dealings with the mobs a dangerous proposition.

The Twentieth Century was a boon to organized crime. With its fingers ever on the pulse of society, it endeavored to fill gaps left in the economies of the world by smuggling and other nocturnal recreations. If there was a market, the mobs would supply the merchandise, for a price.

With the reduction of the societal strictures in the middle twentieth century, the mobs grew even more powerful. The hippie movement lent a sort of "legitimacy" to drug use, the mobs supplying the drugs. Prostitution and pornography levels rose to an all time high, with the

mobs frequently profiting off these ventures. In Japan, several Yakuza gangs were running "Businessman Sex Trips" to the poorer nations in Asia. The mobs were experiencing profits unheard of in earlier times. (*Estimates of the income of the American mob during the late 1970's was between 50 and 120 BILLION dollars.*)

When the various governments of the world started to crack down on illegal operations, many of the mobs decided to go legitimate. Using money gained from past illegal operations, they became financiers and businessmen, their younger generation now trained in law and business instead of gambling and extortion. This left the illegal operations open to takeover by people who were, in many ways, much worse than the mobs were.

This new breed of mobster was ruthless, cunning, and downright evil. Using state-of-the-art technology, these madmen created a world of drugs, terror, and murder, using methods that would make the older mobsters sick. The governments of the world were faced with a war they couldn't win. How can you fight an enemy that resides in another country? Where are drug manufacturing installations that could be destroyed? How do you fight a war when you can't see, let alone touch, your opponent? And if the enemy is residing in a country that is hostile, do you invade and risk a war? As the governments threw more of their resources into fighting these criminals, the problem grew worse.

When the governments of Earth collapsed, the problem solved itself. Many people were more concerned with the aspects of day to day survival, few had any money, and no one really cared. All illegal enterprises faded overnight, leaving many small bands of lunatics used to the good life and armed to the teeth with no money. The inevitable followed.

When TTA, the Terran Trade Alliance, took over, they hunted the roving bands of psychopaths wherever they were found, using the excuse that they were bad for business. TTA won the small wars, and the problem of the mobs was solved for a short time.

Eventually, TTA moved to the stars, taking with it many of the old reformed mobsters that now were acting as high level executives. As the standard of living increased, so did the extra money that was just laying idle. The mobsters thought about it, smiled, and began their old operations again.



TIMELINE

1999 The Terran Trade Alliance, Inc. consolidates its holdings on the other corporations. Mobsters hold some key positions.

2002 TTA mops up the last of the roving armed bands. TransMatt Technology first theorized. Illegal operations at an all time low.

2025 Mankind reaches the stars. Former mobsters ride along. Decision to resurrect the old businesses as standard of living increases.

2077 **THE CETAN REBELLION.** As TTA tries to stop the split, mobs are getting rich selling to both sides. Seven major families now control all operations off Earth.

2160 As hostile takeovers and mergers increase, mobs are busy trying to consolidate holdings. More than 100 independent organizations now controlling the operations off Earth. Mobs try to take over newly formed Union and fail miserably.

2162 **FIRST COUNCIL OF CERES.** The ten largest mob families meet to coordinate operations and agree to nonaggression among themselves. Decision to absorb smaller mobs and work towards a mutually beneficial arrangement succeeds.

2182 Within twenty years, all illegal operations off Earth controlled by only ten families. Lesser mobs are absorbed or destroyed.

2201 The **FIRST INTER-CORPORATE WARS**, started by TTA, changes the face of business forever. Personnel in TTA warn the mobs, families weather the storm with a minimum of loss.

2281 With the advent of Beta technology, the mobs get wealthy by creating their own Betas for their operations. Largest mob family, Sahiro, breaks with the council and attempts independent operations. Beginning of the **FIRST SHADOW WAR**.

2299 **FIRST SHADOW WAR** ends with the destruction of Sahiro Family by the remaining mobs in the council. Hauser Family also destroyed in the conflict. Council reorganizes and decides only to traffic in interstellar trades, leaving planetary operations to other groups.

2305 The **SECOND INTER-CORPORATE WAR** passes unnoticed by the council. Acceptance of a new, planetary-based family into the interstellar universe. Burakumin Family becomes one of the council.

2308 Semi-human status leads to the creation of a Beta family in the council. Some families hire corporation Betas to do their dirty work in return for paying off their buy-back.

2314 Today.

STRUCTURE

The Silent Corporation is set up similar to the known Corporations. The only differences are that the various "branches" are more generalized and primarily family oriented, and the Board of Governors are the "Capos", or heads of the various families.

All of the pre-spaceflight Earth organized crime "families" are in existence and represented in the Silent Corporation, some wielding more power than others. These families have made a peace and banded together for their mutual profit. Still family oriented, the Silent Corporation has representatives from all creeds and culture.

There are ten families that make up the branches of the Silent Corporation. Each is detailed separately.

At the top of the structure is the Council of Ten, comprised of the ten Capos who run the respective families. These are analogous to the Board of Governors in the legitimate Corporations. These people meet once every two years at a secret place to discuss the past events, to discuss future operations, and to coordinate the various operations that the respective families are undertaking. It is also here that any inter-family disputes are settled.

Individually, each Capo is the absolute head of his family, acting much as a Corporate CEO (*Chief Executive Officer*) would. They run the overall operations of the family, appoint men to various tasks, delegate authority, and have the final say in ALL matters, no matter how trivial.

Under each Capo are one or two Captains, acting much like AAs (*Administrative Assistants*). These people are the primary buffer between the Capo and the rest of the organization. They are ALWAYS members of the Capos personal families, instilled with a fierce loyalty to the Capo, and one of them is a successor to the head position. They are usually authorized to act in the Capo's behalf when he is indisposed.

Beneath them are the Lieutenants, acting as Veeps (*Vice Presidents*), usually overseeing a specific family operation. Often used as fall guys, these men are not necessarily blood relatives of the Capo, and therefore cannot be trusted as well. They also serve as a buffer between illegal operations and the higher ranks, protecting them from prosecution.

Finally there are the Ranks, the people who do the actual dirty work. They report to their superiors, some who have proved their worth and trustworthiness are assigned as group leaders. They are seldom blood related to the Capo.

Most of the people who make up the families are human, but there is also a significant proportion of Augmented Humans and Betas serving in the Silent Corporation. Sadly, there is less racism and prejudice here than in the legitimate Corporations.

BRANCHES

Similar to the Corporate hierarchy, each family divides its forces into several branches depending on the jobs that have to be done and those who perform them. Also, many branches have sub-sections, and some branches are distanced from the family to protect people and resources. In fact, only the Capo and perhaps his Captains know of the exact number of people, branches, and jobs, the others being kept in the dark to protect the family from prosecution.

What follows is a listing and brief description of each of the branches and sub-sections.

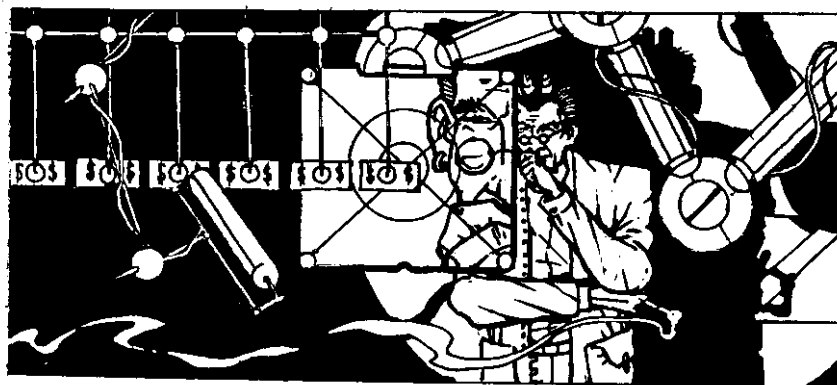
MONEY LAUNDERING

Perhaps the most important branch of the families, it provides an easy way to change money gained in illegal operations into a more legitimate form. This is usually accomplished by the family putting the money into a legitimate business and changing it for other money that cannot be traced. Then the illegal money is slowly put back into circulation. The families usually distance themselves from these legitimate enterprises so as to keep them from falling under investigation.

COUNTERFEITING

Need a quick supply of cash? The families run these operations with state-of-the-art technology, so much of the money produced is of a higher quality than the original sample. With random number generators, the age old method of tracing currency numbers no longer works, making this endeavor almost impossible to detect. Counterfeiting is sometimes used in conjunction with a money-laundering scheme to provide an even greater level of deceit.

In addition to counterfeit money, there is also a large industry that counterfeits other items such as old coins, stamps, audio and video disks, pictures, etc. While this is not as common as monetary counterfeiting, it is prevalent. With high technology, the counterfeits are virtually indistinguishable from the originals.



FINANCING

While this branch has an innocuous title, it can be the most dangerous aspect of the mob operations. This is where the families get much of their money. It consists of four semi-autonomous sub-sections; Extortion, Loan-sharking, Insider Trading, and Auctioning.

• Extortion

This is the obtaining of money through the threat of violence or exposure. While this operation works, it is seldom used because of the uncertainty of its success and the lack of cost efficiency in the long run. Frequently, the families will gather dirt on a person and file the information away to be used at a later date. Because the cost of this operation is high, this is usually used only on high level executives who have access to either large sums of money or top secret information.

• Loan-sharking

This is the practice of lending money at a high rate of exchange. Frequently the loanee cannot pay the rates on time, and then the muscle of the family is moved in to guarantee payment. The actual amount of the loan is variable. Some families only loan large sums of money, guaranteeing a large return, but amounts as small as fifty cents have been loaned. A frequent tactic is to use small interest and easy payment terms at first, gradually working up to larger amounts as a person gets hooked.

• Insider Trading

Because the families have many men on the insides of the major Corporations, they frequently know what a Corporation is going to do before the rest of the universe. The family then moves to take advantage of the event through usually legal means, getting a jump on the competition. Insider trading is best used when a Corporation is going to buy some land on an already settled planet, when a new planet with high resources is discovered, or when a technological breakthrough is imminent.

• Auctioning

There are ulterior motives in this sub-section. The families like the Corporations to maintain a status-quo between themselves, so if a Corp develops a new system that would seriously change the balance of power, family spies steal the technology and sell it to the highest bidder. Information of a more general but damaging nature is used this way also. The primary problem with this is the spy who steals the information and/or prototype has his cover blown and is wanted by the Corporation after that. The spies who are a great asset to the family are usually given a privileged job near the capo, having proven their loyalty to the family.

GAMBLING

While this is also a big money maker for the families, it is kept independent from the other monetary operations because of the semi-legality of it. The house, usually run by the families, receives a cut of the money won by the gamblers, and also keeps the money lost in the

games. Some of the games are fixed, giving the house a higher chance to win.

This operation is sometimes used with loan-sharking to provide victims with an easy source of starting money. When the victim loses, the muscle moves in. But even in the fixed game, there is someone who wins; this serves to attract other marks to the game.

DRUGS

While not as serious as in the late twentieth century, drugs are still a problem in the Corps. The families deal in drugs because of the large sums of money that are usually involved. Note that actual family members are seldom used in the shipping or customer sales of this branch, those two being left to independent operators. This branch has two sub-sections: MANUFACTURE and DISTRIBUTION.

• *Manufacture*

These are the brain trusts that actually create and make the new drugs. The manufacturing centers are usually a secret, in some out of the way place with heavy security both in and out. As this is the primary money maker of the families, a tight rein is kept on the personnel here, with family members filling all key posts.

• *DISTRIBUTION*

These are the people who actually take orders from the dealers. They never directly handle the drugs *per se*, rather relying on flunkies and automated delivery systems. These people get a slightly higher pay than other personnel in similar positions, because they are the most exposed and subject to arrest and prosecution.

ORGANLEGGING

With the advent of genetic manipulation, the medical industry found a market for cheap organ replacements. Very popular during the late twenty-first century, this process was declared illegal after some very messy accidents. Even so, the families have found a market for artificially grown organ transplants from people who can't afford or don't want cybernetics. Though the organs aren't as reliable or safe as cybernetic replacement, if there is an accident, there are no witnesses. The organs are grown in manufacturing centers rivaling drug factories in size, personnel, and security.

CLONING

This highly illegal activity is perhaps the most difficult and dangerous of all illegal operations, but it has the biggest potential payoff. Only the biggest families with the largest income can afford the facilities used to clone intelligent beings. The entire process is unstable though, causing the copies to be damaged in many ways (*both physically and mentally*). This operation becomes somewhat cost-effective when used in conjunction with organlegging.

There is a major problem with cloning though. While cloning of non-humans is no problem, any attempts of cloning with humans results in a highly unstable lifeform that only lasts 4D10+8 hours before dying, and as a result there is very little cloning of humans. Cloning individual organs is less of a problem but 20% of all cloned organs are also unstable and degenerate.

The uses for clones are many. They can be created to provide cheap organs for organlegging; they can provide excellent "bodies" for people who want to "die" (*just create a clone and kill it; the original starts a new life somewhere*). Clones are also sometimes used to facilitate kidnapping schemes. A CEO giving you problems? Just make a clone of him, educate it, then kidnap the original and insert the clone in his place. By the time the clone degenerates into a puddle of protoplasm you're well away and (hopefully) the trail is cold. The large factor of instability in cloning techniques makes this very rare.

SMUGGLING

The age-old art of covertly moving illegal merchandise from one place to another. With the advent of the new technologies, smuggling has been raised to a high art, with technological advancements being made every day. Very few family members participate in the actual transport; most times an innocent bystander is duped, paid, or blackmailed into ferrying the merchandise. Secret compartments on transmat shuttles are a favorite hiding spot.

GUN-RUNNING

Even in the twenty-fourth century, there are people who feel the need to have weapons that can destroy entire platoons of marines with a single shot. The gun-running branch of the families fulfills this desire. Everything from small, easily concealable pistols to ARIES Suits are available, for a price. ANY weapon is available for two to 10 times the normal price (GM's discretion) and will take d100 hours for delivery.

ENFORCERS

This is the muscle of the families, the ones who resort to violence to get their point across. There are three sub-sections in this branch: Enforcement, Protection, and Assassination. All three branches deal in death.

• *Enforcement*

These people make sure that what the Capo wants, the Capo gets. Frequently resorting to violence to get their way, these people know a lot about weapons and little about diplomacy. They form the backup when a low level family member goes into the field. Not too bright, they will never rise above this station in their chosen career.

• *Protection*

These people actually have done nothing illegal. Ever. They are the bodyguards of the high level Silent Corp EXs and their families. Usual-

ly recruited for their size, martial skills, intelligence, and loyalty, they will gladly lay down their lives for whomever they are entrusted to protect.

• Assassination

These are the torpedoes, the ninjas, the mechanics. These people are ALWAYS very fast, very strong, very intelligent, and very deadly. They are masters with a wide variety of weapons, including biological, chemical, and nuclear. These are the people who remove threats to the family. They are collectively known as REAPERS, because their job is death.

• Headcases

These are the elite, special soldiers of the families. These are troops with psionic powers, fanatically loyal to the Capo and willing to do anything for him. There is no record on these people in any law enforcement file. They are whispered on a thousand worlds, each tale growing taller by the telling. In reality, these people are nothing special (*for psionics, that is*). They just have the Capos constantly on the lookout for their interests. In return, they do special jobs when needed. Each family has several headcases.

TROOPS

The following gives modifiers (*as per racial types*) of some of the people in the families. These are average stats, and the GM is urged to alter a few to provide variety in the actual people that the characters encounter. These characters are only to be used as NPCs. Most of them are either too limited or too powerful to use as player characters.

ENFORCEMENT

Attribute Modifiers: Con+10, Str+20

Natural Weapons: None

Big and dumb, these people are used as the shock troops of the families. Never amounting to much, they tend to die quickly when faced with an armed opponent. They are wizards with firearms and intimidation. Other than that, they have no social skills to speak of. They are at their best when terrorizing unarmed civilians.

PROTECTION

Attribute Modifiers: Con+10, Str+20, Agl+10

Natural Weapons: None

These people are trained constantly in their weapon of choice. They are also trained how to spot attackers, how to improvise a weapon on the spot, and how to defend their charge even without weapons. On the job they are dour and serious, but off duty they are very nice people.

ASSASSINATION

Attribute Modifiers: Dex+20, Agl+20

Natural Weapons: None

The deadliest people under the families, the assassins are masters at killing and deceit, their victims often not realizing that they are being stalked until the deed is done. They typically specialize in one specific weapon, but are familiar with all other weapons. (*And we mean ALL other weapons. From the rock to the Particle Beam Cannon, they know them. They are very dangerous people.*) The one non-weapon skill reflects the cover of the assassin. Frequently academic covers are used, such as scientists doing research. Most are heavily augmented with cybernetics, and disguised to look human.

SMUGGLERS

The stats for smugglers are not given because they come in all shapes and sizes, all colors and races. The only thing that they all have in common is a Smuggling Skill of at least 55%. You can't succeed in this business unless you are very good.



THE FAMILIES

The following section details the families that make up the Council of Ten. Each gives a description of the family, a little background, and pertinent data. Listed are the believed locations of their bases; also named is the world where the family headquarters is thought to be located. The "Stocks Owned" heading lists the Corps in which each family is believed to be a stockholder. This information is in the law enforcement files of the Corporations.

Also, each family profile lists some of the important people in the organization, giving their stats and pertinent skill data. Bear in mind that these people are in no way required in the GM's campaign, nor do they make up the entire organization. These NPCs can be deleted, modified, or kept as is. They are provided to add some spice to the GM's adventures.

The GM is urged to change this information if he suspects the players might have access to this book. Some data within would seriously unbalance the game if the players knew it. Besides, we don't want to make it easy for them, do we?



ROSETTI

The Rosetti family is the oldest and largest family in the Council. Members trace their roots back to pre-spaceflight Sicily. They have men and resources in all areas of illegal operations, and their lawyers are experts at getting cases thrown out of court. The Rosetti family has never been connected with any sort of crime, but many law enforcement computers have files on suspected activities of the members.

The one operation that the family excels at is insider trading. With spies in just about every Corporation, their information is up-to-the-minute and valuable. Their knowledge is always for sale, the importance of the data determining the price. They are also major shareholders in three of the major Corporations, with stocks in all others. Though they have no majority in any one Corp, they control the swing votes in many.

They base their operations on the Enclave, Ltd. colony world of Mica. Keeping a low profile on the populated continent, they have established several secret bases on the others. They know more about the world than the Corp does.

This is the most stylish of the families, and the most public-opinion oriented. They consider most of their operations legal, or at least in the grey area, and it is common knowledge that they are fair and impartial. Nevertheless, they have a large organization, numbering in the millions, and retain a number of assassins to deal with internal and inter-family troubles.

ROSETTI FAMILY

YEARLY INCOME: 26,000,000,000 C.

OPERATIONS:

Insider Trading 62%
Gambling 13%
Drugs 10%
Misc. 15%

BASE OF OPERATIONS: Mica

OTHER BASES:

Terra
Mars
Centauri Prime
Proxima
Trialite
Sword
Dagger
Lindstrom's World
Brightmoon
Tau Ceti Prime
Kira
Rogue
Vulpus
Xanudo
Dagda
Ariandi's Thread
Oresta
Tamar
Kalon
San Mateo

STOCKS OWNED:

Enclave, Ltd.
Tau Ceti Prime
Terran TransMatt Specialties, Inc.
United Industries
B'Hazard Mining
Twilight Industries
Gardner Pharmaceutical
Capella Mining
Freepress



PERSONALITIES

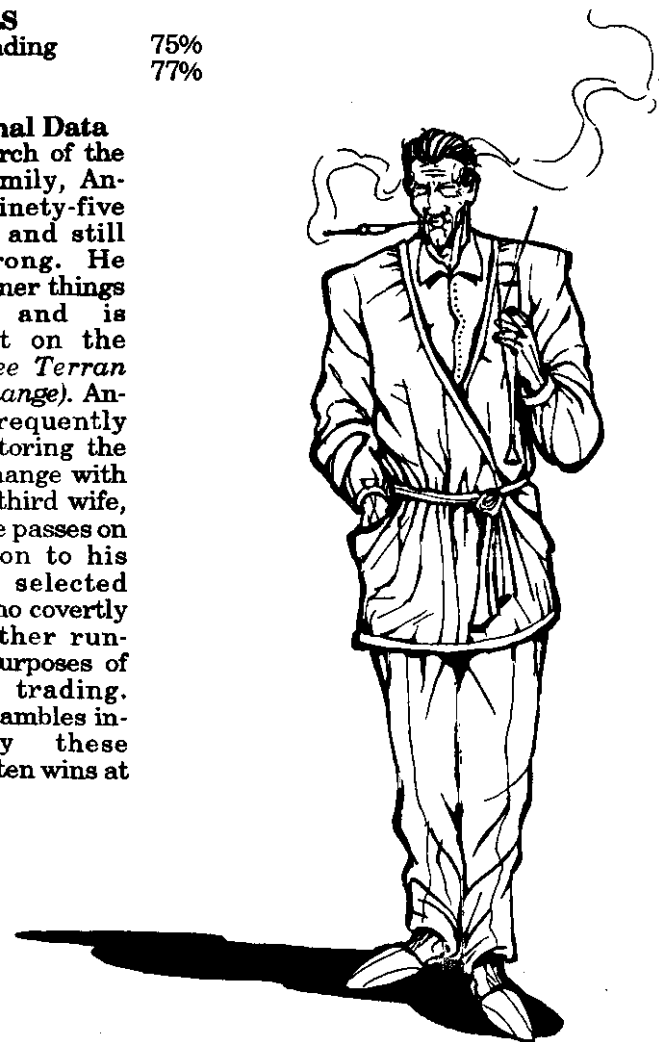
Antonio Rosetti			Human	Capo
CON 65	STR 55	DEX 75	IQ 99	WIS 99
AGL 44	PRZ 65	MS 203	BOD 12	RES 20
SPEED 27	BASE TO STRIKE:25%			DAMAGE BONUS:7
SPECIAL ABILITIES: None				
NATURAL WEAPONS: None				

• SKILLS

Insider Trading 75%
Gambling 77%

• Personal Data

The patriarch of the Rosetti family, Antonio is ninety-five years old and still going strong. He likes the finer things in life, and is prominent on the FTSE (*Free Terran Stock Exchange*). Antonio is frequently seen monitoring the Stock Exchange with his young third wife, Simone. He passes on information to his specially selected runners who covertly contact other runners for purposes of insider trading. While he gambles infrequently these days, he often wins at it.



and the McMillan & Co. 91

Simone Rosetti Human Gambling

CON 90 STR 45 DEX 90 IQ 99 WIS 99
 AGL 90 PRZ 100 MS 203 BOD 35 RES 19
 SPEED 33 BASE TO STRIKE:30% DAMAGE BONUS:5
 SPECIAL ABILITIES: Body Control, Psychic Healing
 NATURAL WEAPONS: None

• SKILLS:

Gambling 65%
 Projectile Weapons (Hand) 30%

• Personal Data:

The third wife of the Rosetti Capo, Simone has risen through the ranks, starting as a small-time prostitute on Mica and clawing her way to the top. People who recognize her as a popular pornographic tri-d starlet ten years ago and broadcast the fact don't have very long life expectancies. She now controls the gambling operations in the Rosetti family, keeping an eye on things while her husband runs his insider trading scams. She was also a headcase, a psionic trooper for the former Rosetti Capo.



Andrew Mitchell

Rikki Vascento Human Drug M&D

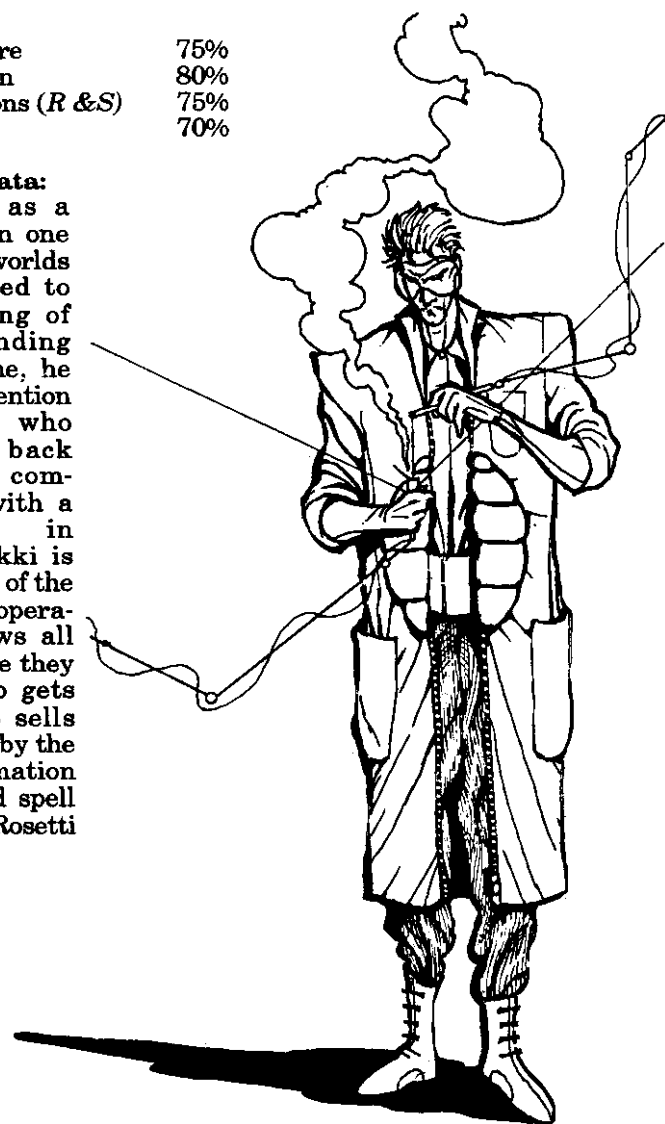
CON 75 STR 80 DEX 75 IQ 90 WIS 85
 AGL 90 PRZ 89 MS 180 BOD 13 RES 22
 SPEED 32 BASE TO STRIKE:25% DAMAGE BONUS:8
 SPECIAL ABILITIES: None NATURAL WEAPONS: None

• SKILLS:

Drug Manufacture 75%
 Drug Distribution 80%
 Projectile Weapons (R &S) 75%
 Chemistry 70%

• Personal Data:

Rikki started as a minor pusher on one of the Rosetti worlds when he decided to make something of himself. Attending college part-time, he came to the attention of the Capo, who decided to back Rikki's goals completely. Now with a doctorate in chemistry, Rikki is busy running all of the Rosetti's drug operations. He knows all the drugs, where they are going, who gets paid, and who sells them. If caught by the law, the information he carries could spell the end for the Rosetti drug industry.



Andrew Mitchell

W.R. Lee Aug. Human Assassination

CON 95 STR 115 DEX 115 IQ 100 WIS 100
AGL 95 PRZ 55 MS 205 BOD 15 RES 27
SPEED 51 BASE TO STRIKE:38% DAMAGE BONUS:12
SPECIAL ABILITIES: Nightvision, Enhanced Hearing
NATURAL WEAPONS: 2 small claws (cybernetic)

• SKILLS:

Beam Weapons	75%
All Other Weapons	55%
Disguise	75%
Martial Arts	40%
Forgery	70%
Smuggling	75%
Astronomy	75%

• Personal Data:

Using his cover as a small-time astronomer for a minor Corporation, William is actually one of the deadliest assassins around. He has never been caught, never missed a target, and never has had the death traced back to the Rosettis. He is an expert at making his targets seem like suicides, and so far he has never failed. He is heavily cyber augmented, both eyes and ears modified as well as the rest of his body. There are two six inch switchblades concealed in his index fingers, one in each, and when extended can be used as claws. He has a targeting laser that is used to determine distances with his telescopes, and can be rebuilt in ten minutes to become a laser rifle. There is seldom a use for this.

Interestingly enough, William is actually famous. He discovered the Beta colony world of Tatterdemalion.



HAUFMANN

This family is second only to the Rosettis in power. Unlike the Rosettis, they have no care of public opinion, and are not well thought of in the universe. They tend to counter any threat with violence, and the number of troops in their arsenal is enormous. They have dealings with many of the planetary-based mobs, and frequently recruit personnel from those ranks.

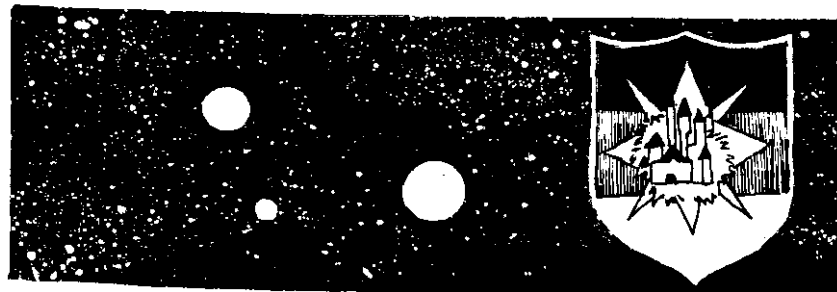
The main moneymaker for this family is counterfeiting. The Haufmann family is known by cop and criminal alike as producers of the highest quality replicas in known space, frequently making a copy better than the original. Mostly they counterfeit money and rare art forms, spending the former and replacing originals with duplicates in the latter. The originals are then sold at auction on the black market to the highest bidder. The high level Exs of the Corps are loathe to stop the practice, as they are the Haufmann's biggest clients.

They have recently branched off into organlegging, an area that looks promising in terms of future earnings. While their operation seems huge, it is in fact still in it's infant stages and is easily influenced by outside forces.

They base their operations on the TTMS colony of Lindstrom's World, blending their actions in with the standard day-to-day life on the colony. Most of the victims for the organlegging are shipped in from off-planet, and they NEVER use local marks, preferring to maintain a low profile with the people.

The Haufmanns have a bad attitude about the universe in general and law enforcement in particular. They have the largest group of assassins on their payroll of all the families, and these are frequently used against police who "are too nosy for their own good."

Years ago, the Smythe Family forcefully took over the Haufmann counterfeiting operation on San Mateo, causing the loss of over six billion C.'s in annual revenue. The only reason the Haufmanns haven't wiped out the Smythes is because of Council unity (*the rest of the council would destroy them*). But the Smythe family has been stepping on a lot of toes lately, and it may be only a matter of time before the Council gives it's OK for a gangwar.



HAUFMANN FAMILY

YEARLY INCOME: 17,000,000,000 C.

OPERATIONS:

Counterfeiting 55%

Organlegging 40%

Misc. 5%

BASE OF OPERATIONS: Lindstrom's World

OTHER BASES:

Terra

Mars

Centauri Prime

Proxima

Trialite

Sword

Dagger

Brightmoon

Tau Ceti Prime

Kira

Rogue

Marshall

Xanudo

Dagda

STOCKS OWNED:

Terran TransMatt Specialties, Inc.

United Industries

Gardner Pharmaceutical

B'Hazard Mining

Twilight Industries

PERSONALITIES

Klaus Haufmann Human Capo

CON 85

STR 75

DEX 45

IQ 85

WIS 85

AGL 35

PRZ 29

MS 175

BOD 13

RES 21

SPEED 23

BASE TO STRIKE: 15%

DAMAGE BONUS: 8

SPECIAL ABILITIES: None

NATURAL WEAPONS: None

SKILLS:

Counterfeiting

75%

Insider Trading

88%

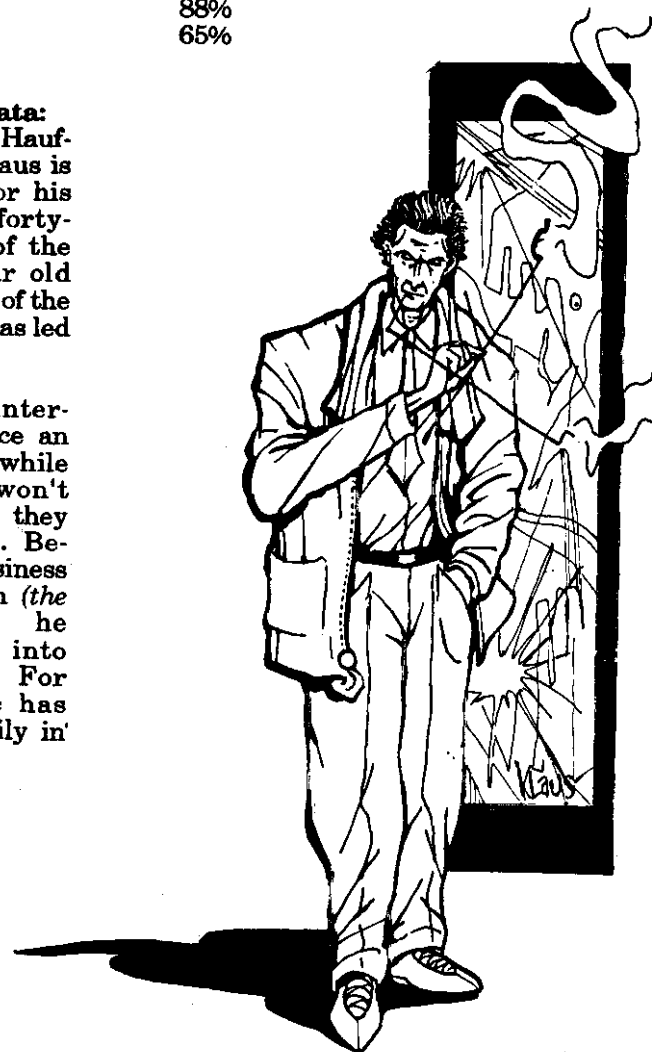
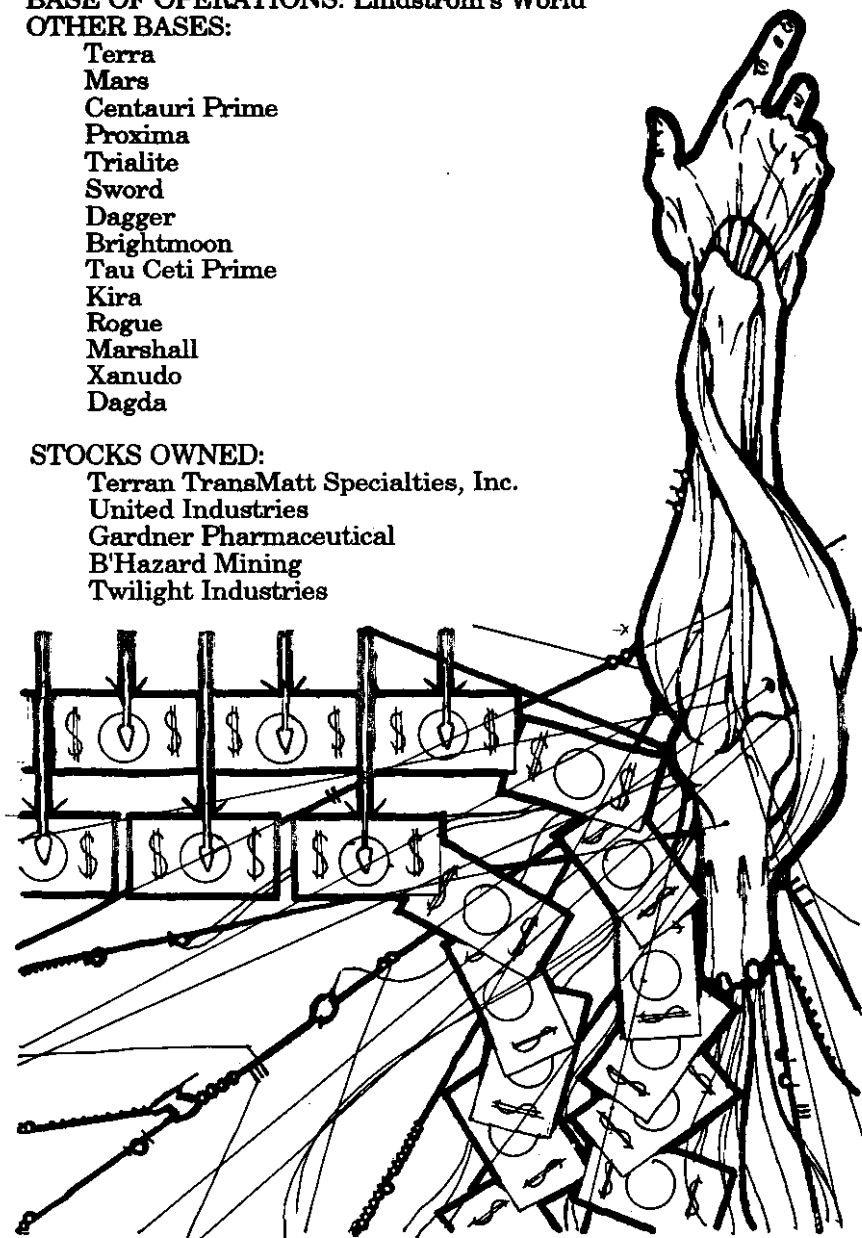
Auctioning

65%

Personal Data:

The Capo of the Haufmann family, Klaus is rather young for his position, only forty-seven instead of the eighty-five year old average for most of the Capos. Still, he has led a rather full life.

He has been interested in art since an early age, and while his paintings won't win any awards, they are quite good. Because of the business his father was in (the former Capo) he branched off into counterfeiting. For that reason he has steered the family in that direction.

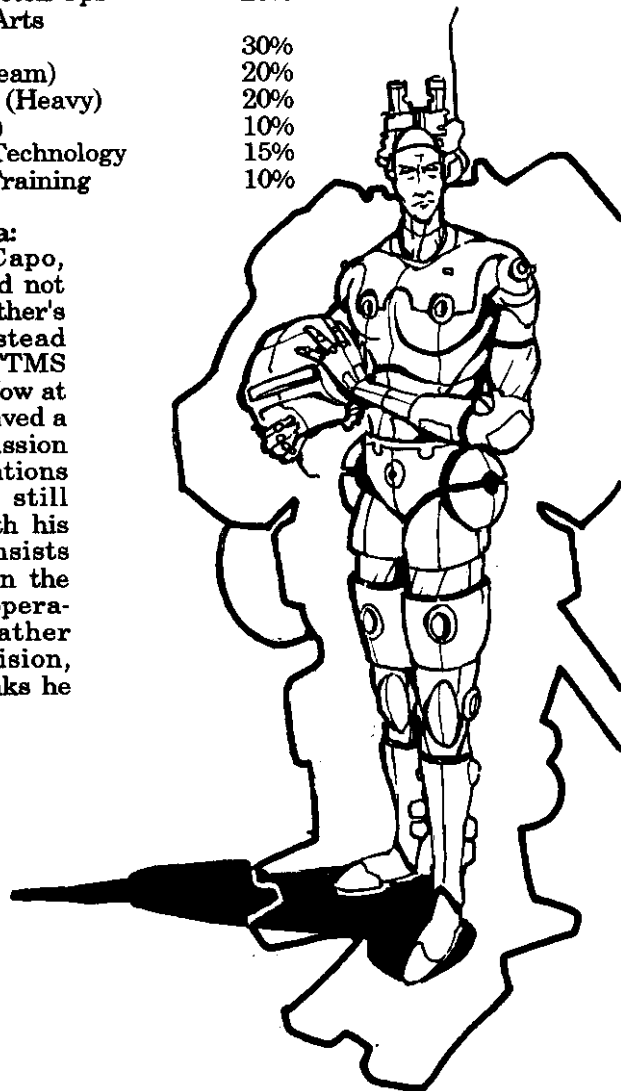


Gregor Haufmann Human

CON 90 STR 85 DEX 75 IQ 75 WIS 45
AGL 75 PRZ 55 MS 125 BOD 14 RES 19
SPEED 30 BASE TO STRIKE:25% DAMAGE BONUS:9
SPECIAL ABILITIES: None
NATURAL WEAPONS: None

SKILLS:
Advanced Exo-Skeleton Ops 20%
Advanced Martial Arts
Beam Weapons 30%
Heavy Weapons (Beam) 20%
Projectile Weapons (Heavy) 20%
Weapons Tech (All) 10%
Nuclear Weapons Technology 15%
Advanced Zero-G Training 10%

Personal Data:
The son of the Capo, Gregor has decided not to follow in his father's footsteps and instead enlisted in the TTMS ARIES Marines. Now at age 26 he has received a battlefield commission and many decorations for heroism. He still communicates with his family, but he insists that he be kept in the dark about all operations. His father respects his decision, but his sister thinks he is crazy.

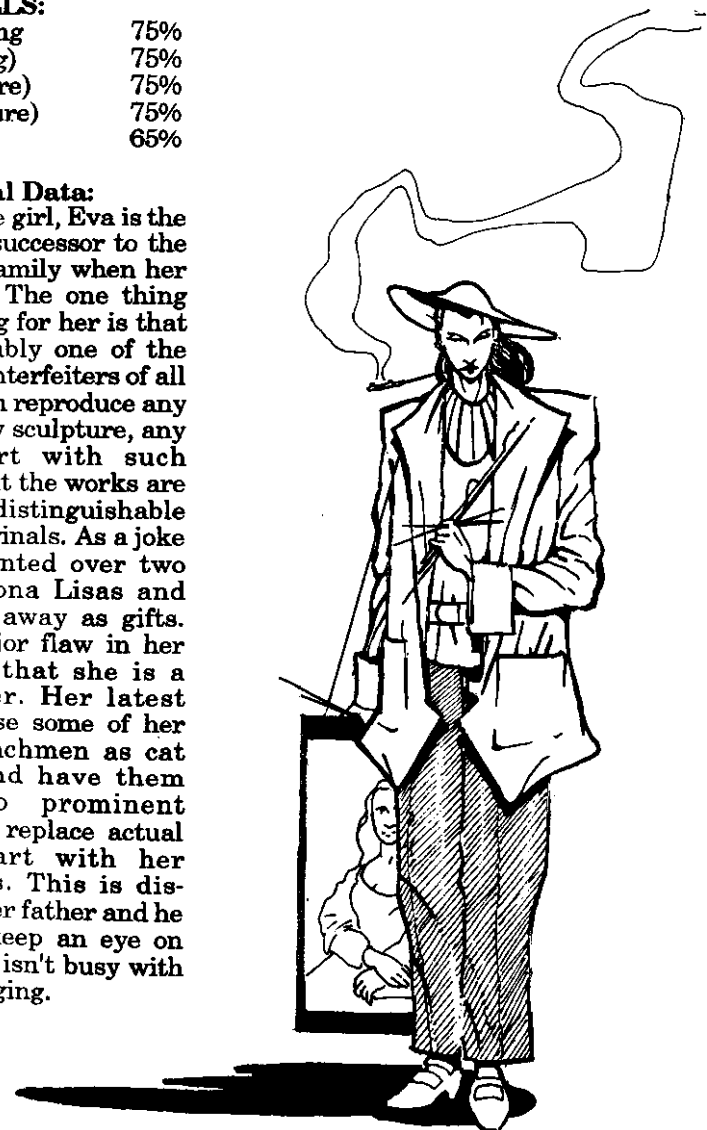


Eva Haufmann Human Counterfeiting

CON 65 STR 85 DEX 99 IQ 45 WIS 15
AGL 99 PRZ 85 MS 65 BOD 12 RES 15
SPEED 35 BASE TO STRIKE:33% DAMAGE BONUS:7
SPECIAL ABILITIES: None
NATURAL WEAPONS: None

SKILLS:
Counterfeiting 75%
Art (Painting) 75%
Art (Sculpture) 75%
Art (Literature) 75%
Disguise 65%

Personal Data:
Daddy's little girl, Eva is the most likely successor to the Haufmann family when her father dies. The one thing she has going for her is that she is probably one of the greatest counterfeiters of all time. She can reproduce any painting, any sculpture, any work of art with such precision that the works are virtually indistinguishable from the originals. As a joke she has painted over two hundred Mona Lisas and given them away as gifts. The one major flaw in her makeup is that she is a thrill-seeker. Her latest ploy is to use some of her father's henchmen as cat burglars and have them break into prominent museums to replace actual works of art with her counterfeits. This is distressing to her father and he has Henre keep an eye on her when he isn't busy with the organlegging.



H. LaScalipo Human Organlegging

CON 15 STR 15 DEX 10 IQ 100 WIS 100 AGL 10 PRZ 05

MS 205 BOD 7 RES 17 SPEED * BASE TO STRIKE:3%

DAMAGE BONUS:2

SPECIAL WEAPONS: Pyrokinesis, Telekinesis, Teleportation

NATURAL WEAPONS: None

SKILLS:

Surgery 95%

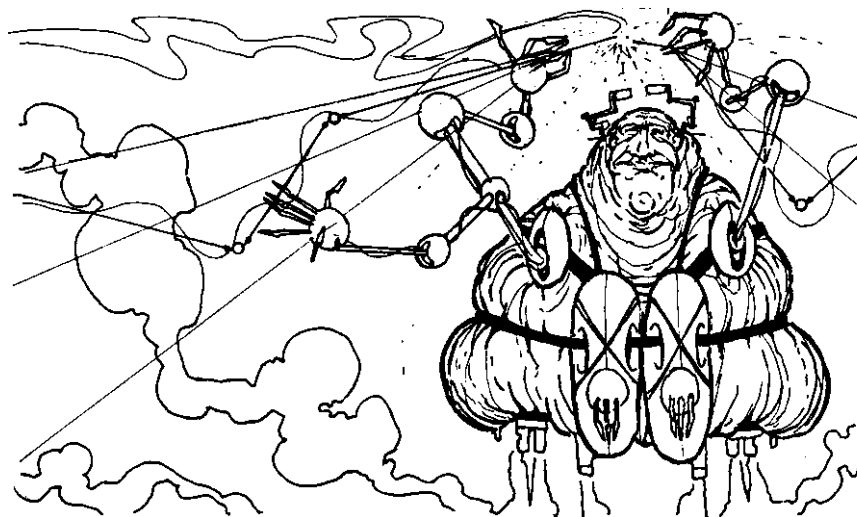
Medical Technologies Operation 95%

Personal Data

Henre LaScalipo was once about six foot four and over 200 pounds, the type of bronze muscle man the girls drool over. That was before he entered STPD Engineering's Justifier program. After a particularly bad shuttle landing, he was turned into a heavily irradiated lump of protoplasm.

Henre was discharged from the service and unceremoniously dumped on Kai, where he was rescued by Gregor Haufmann's ARIES team (*there visiting the scenic spots during the last Hostile Takeover*). Gregor put Henre in touch with his father, who accepted his application.

Henre is a genius at medicine. It seems that the accident that took away his body amplified Henre's mind to unimaginable proportions. He now has no need to walk; he just floats around (*max SPEED 50*). And while he looks like something that crawled out of a fantasy role-playing game, his mind is as sharp as a steel trap. His friends call him The Blob, a name Henre thinks is hilarious. His enemies call him this, too, but only once.



JEREZENSKI

The Jerezenskis worked until they built the largest gambling cartel in the universe. They have a tendency to capitalize on those who believe the ethnic jokes about the Polish, smiling stupidly until they get what they want, then killing the offender. It is rumored that their enemies that they like end up burned at the stake; the others die in much worse ways.

The Jerezenskis have a silent loathing for the Haufmanns, dating back to pre-spaceflight Earth. While this seldom erupts into gunplay, the two families keep their distance from each other (*though the Haufmanns can't understand why*).

Their base of operations, surprisingly, is on Earth in the city of Warsaw. This makes it exceedingly difficult for the law enforcement branches of the universe to get at them (*the customs officers on Earth don't like strangers of any kind*).

They have very few assassins, really finding no need for them. Those they have usually spend their days at the beach and their evenings playing poker, having nothing to do with their spare time. Their protection forces are second to none, though (+10 to every stat, +5% to their skills).

JEREZENSKI FAMILY

YEARLY INCOME: 14,000,000,000 C.

OPERATIONS: Gambling 65%

Misc. 35%

BASE OF OPERATIONS: Warsaw, Poland, Earth

OTHER BASES:

Maya
Daoine
Ariandi's Thread

Mica

Gokk

Oresta

Tamar

Kalon

Wolverine

San Mateo

STOCKS OWNED:

Terran TransMatt Specialties, Inc.

Freepress

Enclave, Ltd.

Artco, Inc.



PERSONALITIES

Pirocho Jerezenski Human Capo

CON 55 STR 55 DEX 65 IQ 89 WIS 99
 AGL 54 PRZ 45 MS 193 BOD 11 RES 20
 SPEED 27 BASE TO STRIKE:22% DAMAGE BONUS:6
 SPECIAL ABILITIES: None
 NATURAL WEAPONS: None

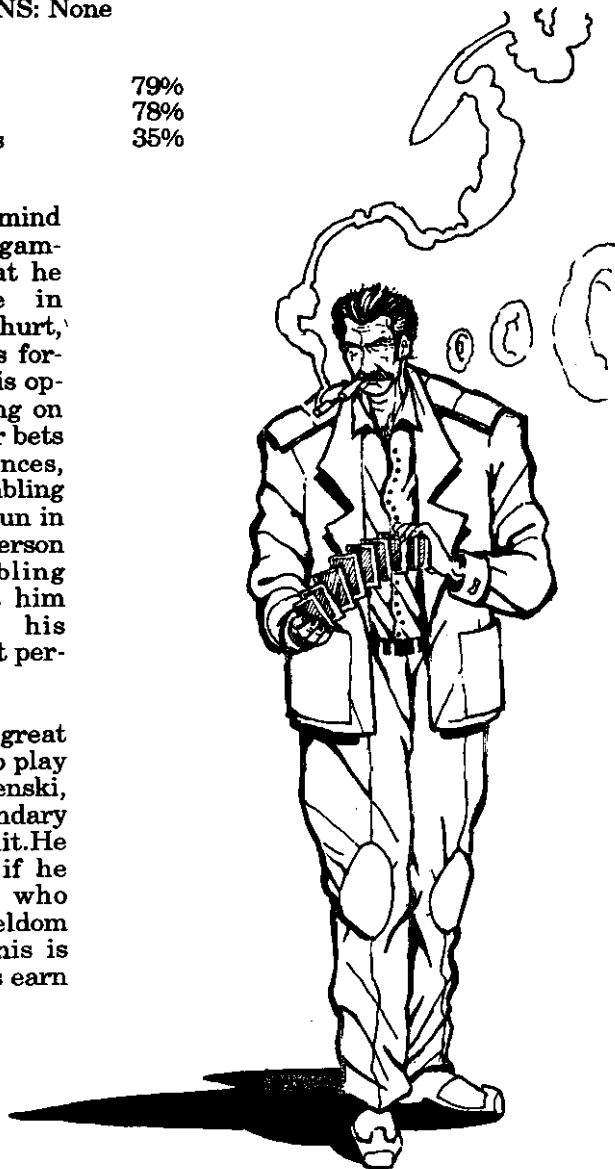
SKILLS:

Gambling 79%
 Psychology 78%
 Read/Write Ancients 35%

Personal Data:

Pirocho is a mastermind when it comes to gambling. The fact that he has a doctorate in psychology doesn't hurt, either. He made his fortune by analyzing his opponents, then betting on the people. He never bets on random occurrences, and most of his gambling operations tend to run in this direction. If a person wins in his gambling halls, Pirocho lets him walk away with his money, because that person had to earn it.

It is considered a great honor to be asked to play with Pirocho Jerezenski, as his name is legendary in the poker circuit. He never cheats, and if he finds someone who does, that person seldom lasts the night. This is where the assassins earn their keep.



I.Trodoch Aug. Human Assassination

CON 100 STR 100 DEX 100 IQ 100 WIS 100
 AGL 100 PRZ 100 MS 210 BOD 20 RES 30
 SPEED 50 BASE TO STRIKE:33% DAMAGE BONUS:10
 SPECIAL ABILITIES: Nightvision, Enhanced Hearing
 NATURAL WEAPONS: None

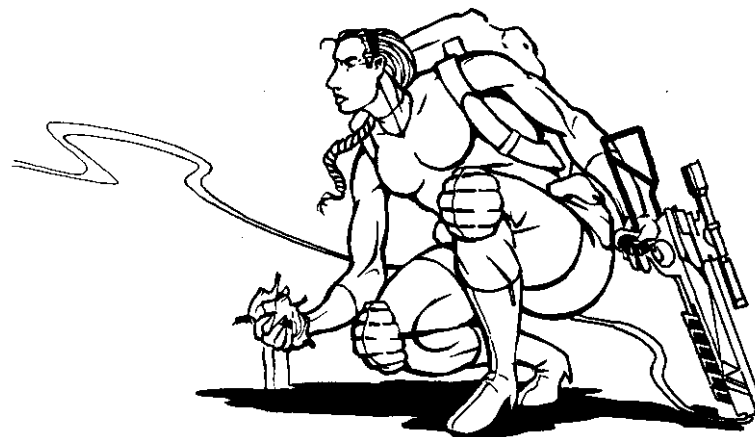
SKILLS:

Projectile Weapons (All) 75%
 All Other Weapons 55%
 Disguise 75%
 Advanced Martial Arts
 Forgery 70%
 Smuggling 75%
 Marine Biology 75%

Personal Data

Ilisia Trodoch may well be the greatest assassin in the galaxy. She has been cyber augmented to nine decimal places, making her almost impossible to kill. She has a trademark to her killings; she tears her victims hearts out of their bodies. She has no morals, no ideals; she kills because she enjoys it.

Lately, though, things have been slow at the Jerezenski ranch, so she has turned her other asset into excitement by starring in x-rated productions. Her beauty has helped greatly. She is becoming famous on many worlds, and this may have a negative effect on her future use as an assassin, but because of her hidden qualities, Pirocho is loath to let her go.



Fargo Dakota Protection

Beta- Gila Monster

CON 95 STR 125 DEX 90 IQ 85 WIS 85
 AGL 90 PRZ 45 MS 180 BOD 20 RES 31
 SPEED 38 BASE TO STRIKE:30% DAMAGE BONUS:13
 SPECIAL ABILITIES: Track by Scent 40%, Hv Hide Armor
 NATURAL WEAPONS: 1 Bite (Small)+Poison(d6/rd)

SKILLS:

Projectile Weapons (R&S)	70%
Dual Weapons (Shotguns)	
Hand to Hand	75%
Martial Arts	60%
Surveillance	85%
Civil Law	65%
Corporate Law	55%

Personal data

Fargo was a B'Hazard Mining Justifier before he escaped. He came to the attention of Pirocho Jerezski when he literally tore apart six police cars and trashed four bars, not to mention the twenty-four policemen required to capture him. In fact, Pirocho was so impressed that he paid off the fines, got Fargo out of jail, and bought him from the Corporation.

Instead of treating him like property, Pirocho "adopted" Fargo and sent him to a private school. For this and the kindness that the Capo has shown him, Fargo is fanatically loyal. Twice he has saved Pirocho from certain death, one actually getting an arm blown off in the process. He has risen to the head of the Jerezski protection branch, recruiting people fanatically loyal to the Capo.

Fargo doesn't know it, but the Capo has drafted a will naming him as the inheritor of the family business. With no blood children and his wife dead, Pirocho feels he can make this stick.



WENG-HO

Descendants of the Chinese mobsters of the Nineteenth and Twentieth Centuries, they have concentrated their resources in one operation; drugs. This has made them the undisputed leaders in the illegal drug trade, and their discoveries have led to one or two legitimate drugs.

The Weng-Ho tend to keep to themselves, not interfering with the activities of the other families. The Weng-Ho lead a simple life, just manufacturing and distributing their drugs and keeping to themselves. Unlike the other families, they own no mansions or fine artworks; instead, their money goes to finance new colony worlds. They feel the end justifies the means, an adage the Corps follow religiously.

Unknown to the other families, the Capo of the family is on his death bed, and there is now a mad scramble by two of his three children to take control of the organization. This has led to a split in the ranks, with approximately half of the family supporting each side. Though the two siblings hate each other, there has been no violence yet.

All family members with the Martial Arts skill get +10% to their skill levels. In addition, all members are trained in the use of the ceremonial sword. Each has a minimum of Hand Weapons Ancient of 15%. Their base of operations is on the United Industries world of Frigga.

Their method of operation varies from the other families. The Weng-Ho have bought several old transmatt stations from TTMS and have one placed at each of their drug manufacturing centers. This allows them to place self-contained factories on worlds with low populations. Not one of their bases has been discovered in 80 years.

WENG-HO FAMILY

YEARLY INCOME: 750,000,000 C.

OPERATIONS: Drugs 100%

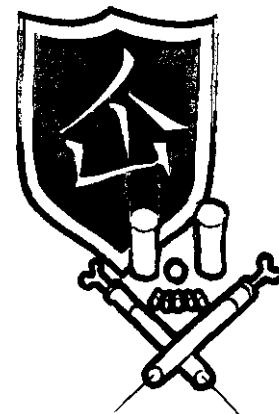
BASE OF OPERATIONS: Frigga

OTHER BASES:

- Indus
- Magik
- Lupus
- Crater One
- Roget's Folly
- Cotler
- Lita

STOCKS OWNED:

- Terran TransMatt Specialties, Inc.
- United Industries
- Twilight Inc.
- Freepress



PERSONALITIES

Weng-Ho Yamaguchi Human Capo

There are no stats or skills given for this man because he is little better than a vegetable. Having suffered a stroke, it is only a matter of time before he dies. Mostly he just lies in bed, surrounded by the six protectors still loyal to him, and an army of doctors, all helpless to stop his decline while a war of words rages for control of the gang.

Surprisingly, Yamaguchi is still young (65), and should have had some years left in him. What nobody knows is that his eldest daughter has poisoned him with a rare concoction available through one of her acquaintances in the Burakumin family. She hadn't counted on the power struggle, though.

Ichimin Human Drug Manufacture

CON 75 STR 45 DEX 85 IQ 100 WIS 45
AGL 90 PRZ 85 MS 150 BOD 13 RES 14
SPEED 33 BASE TO STRIKE:28% DAMAGE BONUS:5
SPECIAL ABILITIES: None
NATURAL WEAPONS: None

SKILLS:

Chemistry 85%
Martial Arts
Entertainer (Singer) 65%
Hand Weapons (Ancient) 85%
Administration 45%

Personal Data:

Ichimin is the eldest daughter of the Weng-Ho clan. She has inherited from her father most of her administrative skills. Unfortunately, she inherited none of his honor. She was the one who secretly poisoned her father, hoping to get control of the family from her siblings. Now the plan has come apart, forcing her to fight a quiet war of control. She was in the lead initially, but recent developments have caused her to lose ground.

She will stop at nothing to get what she wants. Only by working with the fragments of the family is she able to produce the drugs and keep the family afloat. As she makes more and more mistakes, this could change.



Dihiciman Human Drug Distribution

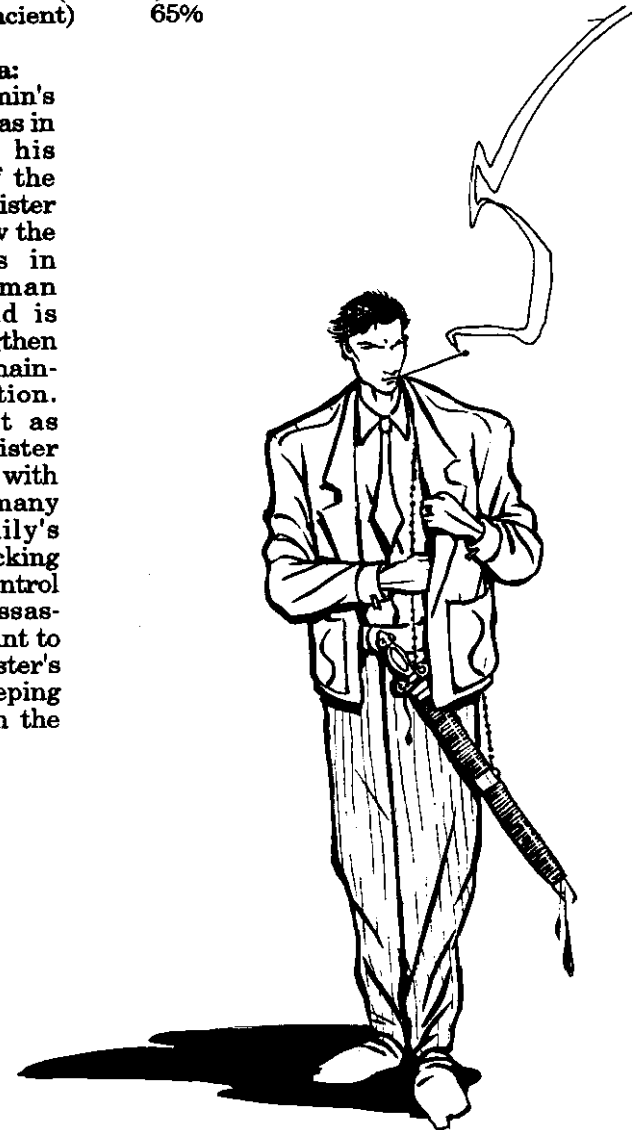
CON 80 STR 75 DEX 75 IQ 100 WIS 75
AGL 75 PRZ 85 MS 180 BOD 13 RES 20
SPEED 30 BASE TO STRIKE:25% DAMAGE BONUS:8
SPECIAL ABILITIES: None
NATURAL WEAPONS: None

SKILLS:

Smuggling 75%
Marketing 75%
Advanced Martial Arts (Level 4)
Hand Weapons (Ancient) 65%

Personal Data:

Dihiciman is Ichimin's twin brother. He was in line to succeed his father as head of the family when his sister got ambitious. Now the entire family is in danger. Dihiciman realizes this and is working to strengthen the family while maintaining his position. Because he isn't as ruthless as his sister and treats people with some kindness, many of the family's employees are flocking to him. He has control of the family's assassins, but is reluctant to use them on his sister's forces, instead keeping them as an ace in the hole.



Jiniho Human Administration

CON 90 STR 35 DEX 90 IQ 100 WIS 90
 AGL 90 PRZ 95 MS 200 BOD 19 RES 23
 SPEED 33 BASE TO STRIKE:30% DAMAGE BONUS:4
 SPECIAL ABILITIES: None
 NATURAL WEAPONS: None

• SKILLS:

Administration	90%
Hand Weapons (Ancient)	45%
Martial Arts	65%
Diplomacy	75%
Read/Write Ancients	35%

• Personal Data:

Jiniho is the younger sister to the twins. She was being trained to act as a liaison between the manufacturing and distribution branches of the family operation when the trouble started. She approached the wrong side when she returned home, and is now a prisoner of Ichimin.

She is currently at BOD 3, being subject to many abuses by her older sister. Ichimin is trying to get the names of the distributors out of her so she can destroy Dihiciman and control the family. Jiniho knows if this happens, she will be useless, and probably killed.

Jiniho has no ambition to run the family, just as long as she can study the Ancients in peace. If given no other choice, she would rather see the family destroyed than Ichimin in control.



PARKER

These people are an oddity in the criminal world. They seem to be gangsters with a conscience. They never do anything to harm innocent bystanders. As a result, these people have a very good reputation. They are well known for not exacting revenge for some slight.

In fact, the police, while are doggedly after the other families, are content to let this family operate. This is because the Parkers are content to operate their activities in the "semi-legal" area of crime. They are highly diversified, and very hard to catch. Some informed civilians will go out of their way to misdirect law enforcement personnel in their hunt for this "good" gang.

The main operation they are content to deal in is gun-running. This is not as illegal as it sounds, as the family makes it perfectly clear to each side that they will sell anything, and in fact tell law enforcement officials when they sell large quantities of dangerous weapons to someone. The police encourage this practice, and even go so far as to provide unofficial police protection to some of the family. Unfortunately, this has led to some bad blood between the Parkers and some rather small and dangerous terrorist groups who find themselves raided hours after receiving their new weapons. Many small independents are gunning for the Capo and his family, and weekly assassination attempts are becoming routine, with the family continuing its routine while the police scramble to protect them.

The Parkers will have nothing to do with the Smythe family, believing, as they do, them to be "moronic lunatics". Conversely, they are on the good side of most of the other families on the Council, making it clear that they will not participate in any activity that goes against their standards, while at the same time never telling anyone what the other families are planning.

The Parkers make their base of operations on Tau Ceti Prime, and are in fact major shareholders in the Corporation. They are open with their dealings on this planet, and in fact are usually the subject of many television interviews.

PARKER FAMILY

YEARLY INCOME: 450,000,000 C.
 OPERATIONS: Gun-Running 100%
 BASE OF OPERATIONS: Tau Ceti Prime
 OTHER BASES: All Worlds
 STOCKS OWNED:
 Tau Ceti Prime
 Terran TransMatt Specialties, Inc.
 Artec Inc.
 Bernal and Associates
 Garfield Enterprises



PERSONALITIES

Philip Parker Human Capo

CON 65 STR 65 DEX 55 IQ 95 WIS 95
 AGL 45 PRZ 60 MS 200 BOD 17 RES 26
 SPEED 25 BASE TO STRIKE:28% DAMAGE BONUS:7
 SPECIAL ABILITIES: None
 NATURAL WEAPONS: None

SKILLS:

Weapons Technology (All) 85%
 Smuggling 85%
 Pornography 45%
 History (Art) 95%

Personal Data

Philip is the head of the Parker family is a self-made man. He is kind to animals, calls his mother every week, contribute to homes for wayward youths, and so on — just the kind of man you want your daughter to marry.

He is also a patron of the arts. He attends the opera, goes to plays, attends art galleries, that kind of cultured stuff. He knows just about anything pertaining to art. On a moments notice he can tell you about some obscure painting done by some little-known artist from Twelfth Century Earth. His collection of artwork (*originals, of course*) is second to none. And it's all collected legally.

Though his troops love him, his enforcers and protectors don't necessarily flock around him, though. They are usually out protecting the interests of his arms dealers. They are like an independent bodyguard service.



All in all a real nice guy. Philip reminds one of the eccentric uncle that everyone has and is much more fun than your parents. You know, the kind that thinks it's okay to stay out until three in the morning at a party, then stagger out at noon to start all over again. He doesn't like drugs, though, and anyone using them will have to sit through his standard lecture, "When I Was Your Age."

Sam Smith Beta-Panther Tracker

CON 75 STR 95 DEX 90 IQ 75 WIS 80
 AGL 105 PRZ 75 MS 165 BOD 38 RES 27
 SPEED 70 BASE TO STRIKE:28% DAMAGE BONUS: 10
 SPECIAL ABILITIES: Track by Scent 70%, Lt Hide Armor
 NATURAL WEAPONS: 1 Bite (Large), 2 Claws (Large)

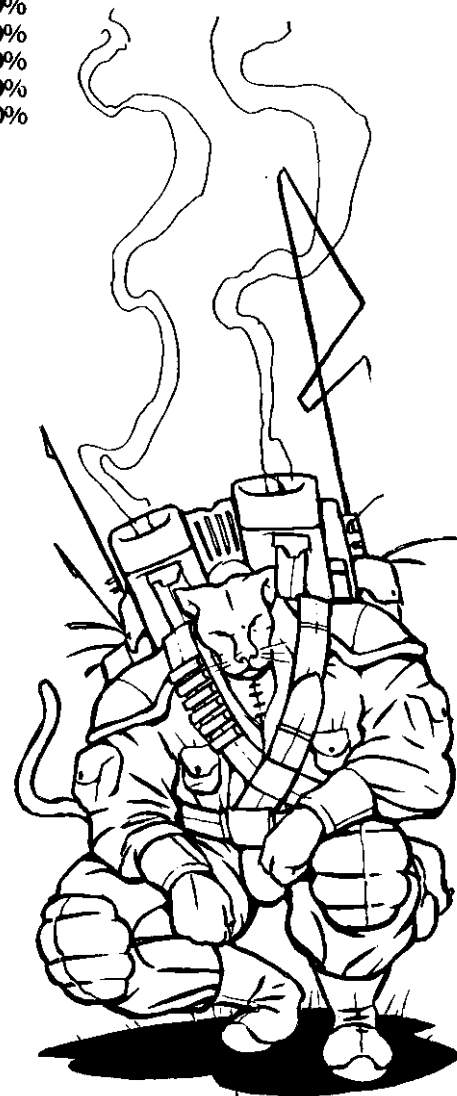
SKILLS:

Advanced Martial Arts (Level 6)
 Tracking 60%
 Surveillance 50%
 Advanced Zero-G Training 20%
 Weapons Tech (All) 60%
 Security Systems 40%
 Electronic Counter Measures 30%
 Subduing 60%

Personal Data:

Samson Smith is a Beta-tracker in the pay of Tau Ceti Prime, acting as a sort of security guard/watchdog over the Parkers. The Corporation wants Philip Parker et. al. to continue being good little criminals and keep them informed on happenings in the underworld on the planets. So far, Samson has stopped sixteen assassins, thirty-four terrorists, and three groupies who all wanted a piece of Philip Parker.

Philip and Samson became friends when they discovered that each had a passion for fourth dimensional chess. They now spend their time together playing when not at work, and are now beating each other to a draw. Samson is also interested in an arms buyer who is working for Parker, and is frequently seen at family functions with her at his side.



SMYTHE

The worst of all the families, the Smythes are the kind of people who give gangsters a bad name. They are ruthless, deadly, and would gladly kill their own mothers to make a C. In fact, many of them have. This probably stems from a hereditary disease that the entire Smythe line suffers from; they are all certifiably psychotics.

Anything that will net these people money, they will do. They have no morals, no ideals, no style; they are evil in a human form. A case in point; several years ago, the Smythe family decided to take over the Haufmann family gambling operation on San Mateo. Moving in, they killed all the Haufmann security agents working on the operation, then proceeded to round up everyone remotely connected to the planetary gambling ring, even down to the lunch delivery boy. Then came the ultimatum; work for us or face the consequences. Those that did found their working conditions drastically reduced. Those who refused were sealed in lucite WHILE STILL ALIVE, and put on display in the family compound.

This family has made enemies of most of the Families, the Corps and a good many people in this part of the galaxy, and as a result are quite paranoid. They have recently hired the services of Roger's Raiders, a mercenary company with a bad reputation. The company acts as a sort of "security force" for the family, regularly patrolling their home base with troops in ARIES armor, and using Ponies and Broncos to enforce the family's wishes. Most of the other families are reluctant to move against the Smythes though, because they are afraid that they will resort to nuclear weapons if they are losing. And the other families are right.

When running the players against this family, don't pull any punches. These people are the worst in the universe. If the players are squirming in their seats, the GM is doing his job. Getting at the Smythes is made more difficult by the fact that their main base is on Ymir, otherwise known as STPD Engineering's headquarters. They are a tough nut to crack.

SMYTHE FAMILY

YEARLY INCOME: 425,000,000 C.
OPERATIONS: ANY AND ALL
BASE OF OPERATIONS: Ymir
OTHER BASES: ANYWHERE
STOCKS OWNED:

Terran TransMatt Specialties, Inc.
Enclave, Ltd.
Gardner Pharmaceutical



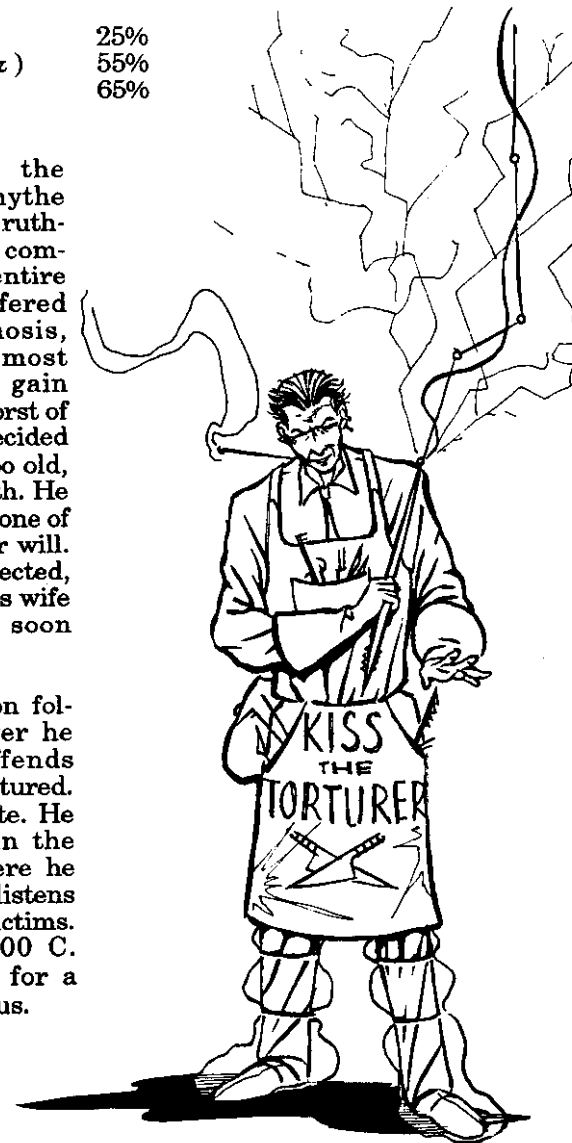
PERSONALITIES

Wilam Smythe	Human	Capo
CON 65	STR 75	DEX 65
AGL 80	PRZ 75	MS 115
SPEED 30	BASE TO STRIKE: 22%	DAMAGE BONUS: 8
SPECIAL ABILITIES: None		
NATURAL WEAPONS: None		

SKILLS:	
Torture	25%
Projectile Weapons (R&)	55%
Diplomacy	65%

Personal Data:
Wilam Smythe is the patriarch for the Smythe clan. He is handsome, ruthless, dangerous and completely insane. The entire Smythe line has suffered from severe psychosis, making them the most dangerous people to gain power. Wilam is the worst of the lot. When Wilam decided his wife was getting too old, he tortured her to death. He then proceeded to wed one of his cousins against her will. When her parents objected, he had them killed. His wife committed suicide soon after.

Death and destruction follow William wherever he goes. If someone offends him, he has them tortured. Impaling is his favorite. He has an easy chair in the family dungeons where he sips champagne and listens to the screams of his victims. There is a 5,000,000 C. bounty on his head for a mass murder on Vulpus.



David Smythe Human Assassination

CON 65 STR 95 DEX 85 IQ 70 WIS 25
 AGL 85 PRZ 80 MS 100 BOD 12 RES 17
 SPEED 32 BASE TO STRIKE:28% DAMAGE BONUS:10
 SPECIAL ABILITIES: None
 NATURAL WEAPONS: None

• SKILLS:

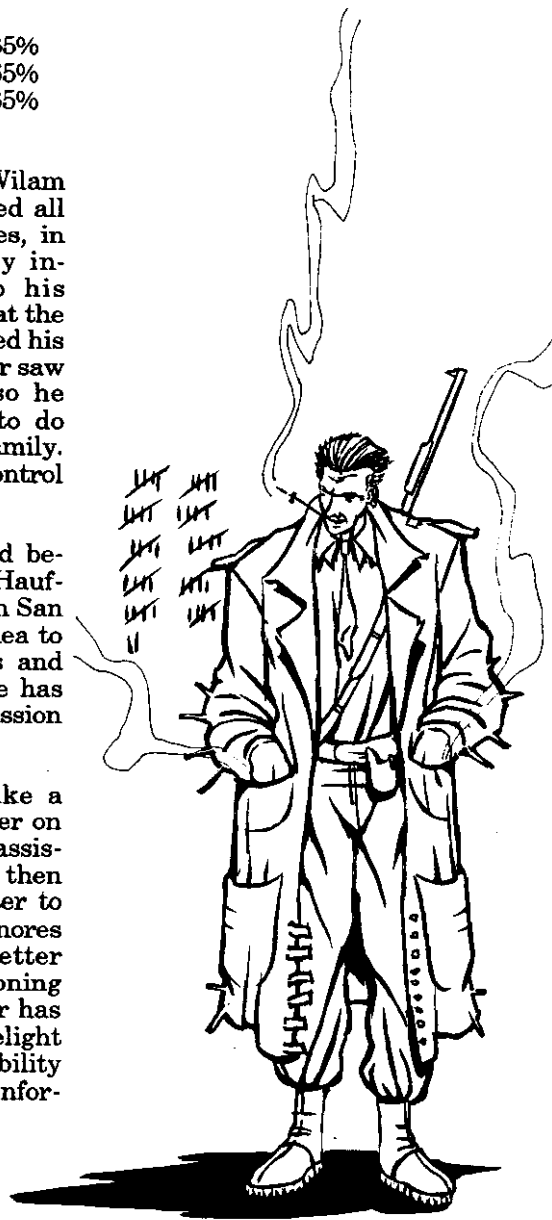
Extortion 85%
 Beam Weapons 65%
 Martial Arts 85%

• Personal Data:

David is the only son of Wilam Smythe. He has inherited all his father's bad qualities, in addition to the family insanity. He came to his father's attention when at the age of twelve he murdered his younger sister. His father saw promise in the boy, so he showed him the way to do things in the Smythe family. David has been out of control ever since.

He was the mastermind behind the takeover of the Haufmann gambling racket on San Mateo, and it was his idea to impale the malcontents and put them on display. He has inherited his father's passion for impaling.

David also likes to take a laser rifle and play sniper on large crowds. He has an assistant tally up the kills, then challenges his older sister to match his score. She ignores him because she has better things to do, like poisoning schools. So far his father has kept him out of the limelight and away from responsibility for the killings, but law enforcement is getting close.



Deborah Smythe Human

CON 65 STR 75 DEX 90 IQ 80 WIS 35
 AGL 90 PRZ 54 MS 120 BOD 12 RES 16
 SPEED 33 BASE TO STRIKE:30% DAMAGE BONUS:8
 SPECIAL ABILITIES: Nightvision
 NATURAL WEAPONS: None

• SKILLS:

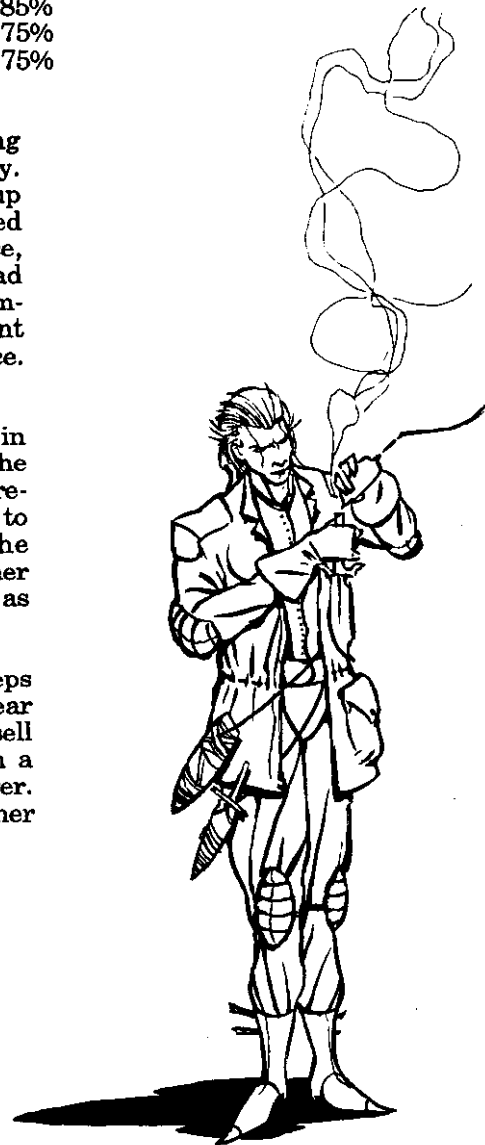
Demolitions 45%
 Chemistry 85%
 Biology 75%
 Hand Weapons (Ancient) 75%

• Personal Data:

Deborah is the only surviving female in the Smythe family. Her hobby used to be blowing up schools, but when a miswired explosive detonated in her face, she switched to poisons. She had her eyes replaced with cyber-implants, and there are still faint ghosts of her scars on her face. This has made her bitter.

She is usually found working in her personal laboratory in the family compound, trying to create a toxin that is only toxic to children under twelve. She hasn't had much success yet, her adult subjects dying as often as the children.

Deborah loves knives, and keeps a collection by her bed and near her at all times. She would sell her soul to get her hands on a World War II Waffen SS dagger. Truth be told, it goes with her personality.



Napoleon Rogers Colonel Beta-Komodo Roger's Raiders

CON 90 STR 110 DEX 80 IQ 65 WIS 85
AGL 95 PRZ 20 MS 225 BOD 84 RES 95
SPEED 48 BASE TO STRIKE:27% DAMAGE BONUS:11
SPECIAL ABILITIES: Track by Scent 65%, Hv Hide Armor
NATURAL WEAPONS: 1 bite (large), 1 club (large)

SKILLS:

Beam Weapons	20%
Projectile Weapons (All)	20%
Advanced Martial Arts	
Demolitions	15%
Subduing	15%
Interrogation	10%
Security Systems	80%
Hand Weapons (Ancient)	10%
Hand Weapons (Thrown)	10%
Surveillance	49%



Personal Data:

Colonel Napoleon Rogers was an Enclave Ltd. commando before he was dishonorably discharged for killing civilians. He wandered for a while before banding together with other Corporate outcasts like himself and forming Roger's Raiders, a mercenary platoon.

Hiring themselves to the highest bidder, they quickly gained the reputation for being killers, often murdering those they were paid to liberate. When offers from the Corps died out, he approached the underworld. The criminals of the universe rejoiced. Here was a man offering the use of a platoon of ARIES marines, with Ponies and Broncos as support, for illegal operations. The Smythe family jumped at the chance.

Outbidding all others, the Smythes quickly moved the unit to their home base on Ymir, using them for security and terror troops. This appealed to the misfits and psychos in the Raiders, and they signed up for a five year tour of duty. That was three years ago.



Roger's Raiders Armored Mercenary Company

Leader: Col. Napoleon Rogers

Manpower: 80 men

Weapons: Variable, emphasis on heavy weapons.
(Reapers, Plasers, Slug Throwers)

Equipment: 48 ARIES
27 Assault Suits

Vehicles: 1 Sprite StarDancer ARV
10 Pony Armored Scout Vehicles
8 Bronco Armored Assault Vehicle
5 Tarrasque APCs

Employment: Smythe Family, Ymir



JIROCHO-GUMI

The Jirocho-Gumi is one of two Yakuza families that made the exodus into space. Still practicing the old ways, they have nothing but contempt for the other Yakuza family, the Burakumin. With style and class, this family usually smile while robbing your pockets. Most of the high level EXs in this family are publicly known figures, with politicians and popular entertainers as close friends. With these connections, the Jirocho-Gumi are very difficult to touch. They have found a home on the Enclave Ltd. colony of Ariandi's Thread. Living in peaceful co-existence with the like-minded natives there, they prune their bonsai and practice martial arts in their spare time. They live a quiet, conservative life.

They have two major areas of profit: extortion and auctioning. The extortion is usually done by threatening a public organization with "an audience", frequently little more than thugs and rabble-rousers, unless the organization pays off the thugs. Surprisingly, this tactic works quite well, considering the last meeting for which these gangsters supplied an audience ended with thirty people killed in the ensuing riot. Nobody wants to go through that, so they pay off the gangsters. Many of the Corps have a taken to keeping a special fund set aside for just such occasions.

But the big money maker is auctioning. With spies in just about every Corporation at every level, this family has access to many different research and development divisions, each one with their own special "pet project". The Jirocho-Gumi agents just copy all the material they want, send the data to the private family R&D division to decipher, and continue with their jobs. The R&D branch deciphers the data, makes a prototype (or three) if feasible, and sells the lot to the highest bidder. Their favorite trick is to sell three copies at once to different Corps, each one thinking it is getting the jump on the competition while the Jirocho-Gumi get rich.

Other than that, these people aren't bad. They seem like the ordinary "person on the street". Deeply dedicated to the family, the gang becomes a surrogate family for each individual member, with instant made relatives always nearby. An interesting note: you can tell how successful a Jirocho-Gumi is by counting the number of fingers. Every time they mess up big, they chop one off to appease their bosses. Another way you can tell is their elaborate full body tattoos, from high chest down to their feet. These are two practices the Capo is trying to discourage. It makes the troops highly visible, but old habits die hard.

One final note; the assassins of the Jirocho-Gumi are ninjas. We are talking the black cloak, skulk around in shadows, *big-hulking Japanese-sword-drawn-as-they-sneak-up-on-you-and-you-don't-even-know-it-until-you-are-dead* sort of ninjas. They are like the regular assassins in every other way, except quieter.

JIROCHO-GUMI FAMILY

YEARLY EARNINGS: 250,000,000 C.

OPERATIONS:

Extortion 45%

Auctioning 45%

Misc. 10%

BASE OF OPERATIONS: Ariandi's Thread

OTHER BASES:

ALL CORPORATE HOMEWORLDS, INCLUDING EARTH

STOCKS OWNED:

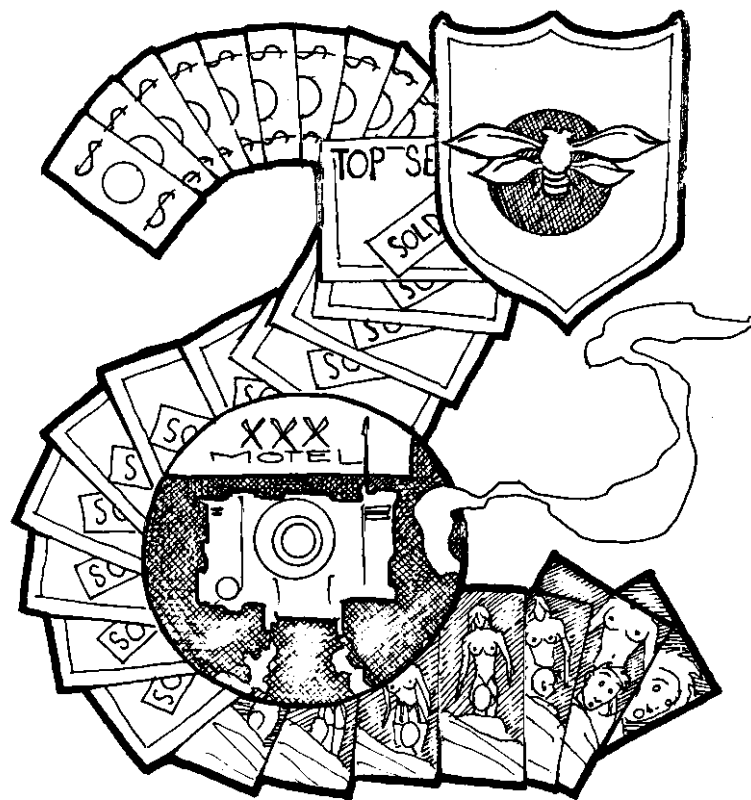
Terran TransMatt Specialties, Inc.

Enclave Ltd.

B'Hazard Mining

Tau Ceti Prime

United Industries



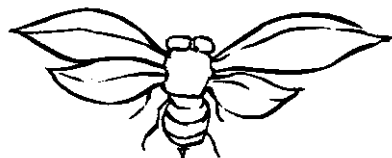
PERSONALITIES

Yahajimbo Hishirio Human Capo

CON 80 STR 56 DEX 95 IQ 95 WIS 85
 AGL 95 PRZ 79 MS 190 BOD 13 RES 21
 SPEED 34 BASE TO STRIKE:32% DAMAGE BONUS:6
 SPECIAL ABILITIES: None
 NATURAL WEAPONS: None

SKILLS:

Advanced Martial Arts (Level 8)
 Hand Weapons (Ancient) 75%
 Physics 75%
 Chemistry 65%
 Biology 65%
 Auctioning 67%



Personal Data:

Hishirio is the current head of the Jirocho-Gumi, having taken over when his predecessor was killed snaking on sushi. So far, he has done a marvelous job in keeping the various factions that make up the gang quiet, ruling as a stern but kind father would to the members. This has created a force in the underworld that will far outlive the family. The loyalty from the members is directed to the organization and not the person. This doesn't offend Hishirio in the least; in fact, he tends to encourage this attitude, hoping to make a stronger family as a result.

He got his start working for the research and development branch of TTMS, where as a young scientist he realized he could get rich quicker by selling the Corp's designs than by working on his own. He contacted a few of his distant cousins working for Enclave Ltd., worked out a trade, and the rest is history.

Hishirio now controls an intelligence cartel of over six million people, all working for the various Corps. As he treats his family better than the Corps do, their allegiance to him is unshakable. But they still won't listen when he tells them to stop cutting their fingers off...

Hishirio resembles the old stereotype of the aged karate master, slowly moving and often quoting old Japanese proverbs. But behind this facade lies the mind of a true genius.



Yahajimbo Isianin Human Extortion

CON 85 STR 65 DEX 75 IQ 99 WIS 75
 AGL 80 PRZ 89 MS 179 BOD 14 RES 19
 SPEED 31 BASE TO STRIKE:25% DAMAGE BONUS:7
 SPECIAL ABILITIES: Telepathy
 NATURAL WEAPONS: None

SKILLS:

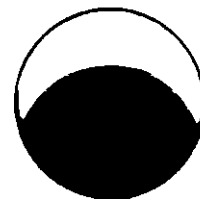
Advanced Martial Arts (Level 4)
 Hand Weapons (Ancient) 60%
 Extortion 85%
 Psychology 75%

Personal Data:

Isianin is the only child of Hishirio, and has so far proven herself invaluable to the operation of the family. She was trained from an early age how to be an effective extortionist; in fact, it is one of the few things she knows well. She is the role model for all young Jirocho-Gumi, showing that hard work will overcome all obstacles.

She is a firm believer in the styles of her generation, frequently preaching a firmer return to the old ways, when the Yakuza were honorable people. She doesn't seem to realize that she is advocating a return to ignorance, but she still keeps trying.

In combat she fights with a special katana (a Japanese long sword), one that has been in the family for generations. Because she has been trained on this particular weapon since an early age, she receives a +20 to hit when using it.



The West Wind Human Yakuza

CON 100 STR 100 DEX 100 IQ 75 WIS 75 AGL 100 PRZ 15
MS 155 BOD 25 RES 32 SPEED 40 BASE TO STRIKE:33%
DAMAGE BONUS:20
SPECIAL ABILITIES: See Below
NATURAL WEAPONS: None

SKILLS:

Advanced Martial Arts (Level 15)
Martial Arts 95%
Philosophy 95%
History (Japanese) 95%
History (Yakuza) 100%

Personal Data:

There has been some debate among the Jirocho-Gumi as to whether The West Wind (*the only name he has ever given*) is actually human. If he is, it is a sure bet that he is ancient.

Appearing impossibly old, yet still spry, The West Wind is THE expert in martial arts in known space. To say he is good would be an understatement. To say he is godlike is more to the point.

The West Wind fights with an obscure form of martial arts, a type no one knows. It allows him to master amazing feats of strength, dexterity, and combat. He has his technique down so well that if he hits with an unmodified 45 or less, he can regulate the amount of damage from 5-100 points, depending on whether this is just a lesson or mortal combat. On a roll of 01, he has succeeded in one of those unusual maneuvers, his favorite being the dismemberment of an enemy with one blow (*the victim just seems to fall apart*).

He seems to know everything that is going on anywhere, no matter where he is, and can move like a ghost when he tries. If not offended, he will usually appear as if by magic, chat with an opponent, give them a friendly warning, then vanish with no trace. Some of his students call him "The Ghost", and swear that he is not really there.

The West Wind is a calm individual, quietly chatting and quoting old Japanese proverbs while quickly knocking your brains out. The only time he falls out of character is when he is faced with the Burakumin. If he is in combat with one of them it is always mortal.



BURAKUMIN

Burakumin means "outcast" in Japanese. That is what these people are. They are the outcasts of the Jirocho-Gumi, who look down upon them as little more than dirt. These people hate the Jirocho-Gumi (*little wonder*) and do their best to be totally opposite them. Where the Jirocho-Gumi are quiet, the Burakumin are loud; where they are conservative, the Burakumin are flashy. In fact, the Burakumin won't even enter an industry that the Jirocho-Gumi are in, on the off chance they might encounter each other. To this end they deal in the one area that until now has been left alone by most of the other families: organlegging and cloning.

The organlegging is highly illegal (*mostly because it might interfere with the sale of cybernetics*) and the Corps do their utmost to stamp out this practice. This is difficult because the Burakumin have become experts at smuggling. Very rarely does a shipment fail to get to its destination point. And if they fail, the troops don't lose a finger.

The operation that has widened the gap the most between the Burakumin and the Jirocho-Gumi is the aspect of cloning. The Jirocho-Gumi find it distasteful and unneeded, but to the Burakumin it is a source of income. Often promising young people are tricked into giving samples which are then cloned as fast as possible. If a viable clone is created, the Burakumin sell it to the highest bidder.

These people have a homeworld on an old abandoned satellite hidden in the Alpha Centauri system. Its coordinates are unknown, and the base is only reachable by transmatt. It is rumored that the Burakumin hold wild, lavish parties here, living up their decadence, and then send holographs of it to the Jirocho-Gumi, just for spite. It is at these parties that the clones are given their "final exams". Those that pass are then delivered to their new owner. Those that fail are cut apart for spare organs.

Being a rather recent addition to the Council of Ten, little information has been gathered on the gang. What little that is known is listed below.

BURAKUMIN FAMILY

YEARLY INCOME: 250,000,000 C.

OPERATIONS:

Organlegging 75%

Cloning 25%

BASE OF OPERATIONS: UNKNOWN

(Believed to be a satellite somewhere in the Alpha Centauri system)

OTHER BASES: UNKNOWN

STOCKS OWNED: UNKNOWN



PERSONALITIES

Kanishia Hira Human Capo

CON 65 STR 55 DEX 100 IQ 65 WIS 45
AGL 100 PRZ 65 MS 115 BOD 12 RES 15
SPEED 35 BASE TO STRIKE:33% DAMAGE BONUS:6

SPECIAL ABILITIES: None
NATURAL WEAPONS: None

SKILLS:

Organlegging 85%
Commerce 75%
Beam Weapons 45%
Dual Weapons (Beam Weapons-Hand)

Personal Data:

Fancying herself to be an updated version of an old west gunfighter, Hira is an enigma among the gang leaders. She always has a smile on her face and a joke on her lips, even when faced with the most serious of situations. Don't mistake her, though. She is as cold and ruthless as they come, still smiling while ordering the deaths of hundreds. She leaves the normal operations of the gang to her subordinates.

She tends to speak in an old west drawl, speaking slowly and slurring some words. She is also an expert at the fast draw. When facing off against someone, the GM should roll percentile dice and add it to her AGL, telling the opponent to do the same. The higher roll gets the first shot.

She carries two laser pistols in a quick-draw holster and is frequently seen practicing her draws. She is fast.



Hashini Tokotyo Human Cloning

CON 55 STR 45 DEX 55 IQ 95 WIS 100
AGL 35 PRZ 65 MS 200 BOD 11 RES 20
SPEED 24 BASE TO STRIKE:18% DAMAGE BONUS:5
SPECIAL ABILITIES: Nightvision
NATURAL WEAPONS: None

SKILLS:

Cloning 85%
Administration 75%
Hand Weapons (Ancient) 85%
Projectile Weapons (Hand) 65%

Personal Data

Branch head of the Burakumin cloning operations, Tokotyo is a bitter, haunted woman. Born in a low class Corporation mining settlement, she learned how cruel the universe could be when she was sold by her father at age six to a group of miners for a bottle of gin. What went on is best left to the imagination, but when Tokotyo escaped nine years later both her eyes were destroyed. While her eyes were replaced with cybernetic implants, her soul was lost. This has made her the woman she is today.

She is cold, ruthless, and utterly amoral. Determined to prevent her experience from affecting her again, she decided to do all in her power to secure her position. She doesn't care who or what she hurts, just that there is a steady supply of money to fit her demand. Cloning, in conjunction with the family organlegging business, seems to be the best way to accomplish her goals.

She has her "recruiters" work the low rent districts on every world, looking for victims and trying to fill special orders. When a target is sighted, he is charmed with thoughts of lots of money, security, or whatever it takes to trick him into giving a sample to the "recruiter", usually without telling anyone. These samples are then rushed to her labs, and frequently the donor becomes another victim of the organlegging. On their home planets he is just chalked up as another missing person.

At age twenty-five, Tokotyo is one of the youngest gangsters in a position of power. She will trample anyone that gets in her way. Her enemies do not survive long. To protect herself, she carries a switchblade knife in a wrist holster no matter where she goes.



BERNSTEIN

The Bernstein family is of Jewish descent and proud of it. They have a tendency to get offended at the typical Jewish stereotypes though: Nothing will bring out anger in this family like saying that they have a way with money. Unfortunately, they are quite often angry, because they do have a way with money.

The Bernsteins are the power brokers of the Council, dealing primarily in money-oriented operations. Their specialties include extortion, gambling, loan-sharking, insider trading, auctioning, et cetera, et cetera, ad nauseam. The twist is they take the money they make off their operations, launder it, and then invest it in legal enterprises. This family is different in that it is the majority shareholder in a small Corp, mostly dealing in interstellar transport. This has made them an invaluable member of the Council, as the other families can pay the Bernsteins to smuggle items from world to world.

The family is in trouble, though. Recently, most of the lieutenants in the family have been arrested one charge or another, and the Capo is under investigation himself; for tax evasion. Many families feel that the Bernsteins are not long for this universe, and are in the process of distancing themselves so they don't get caught in the crossfire when the end comes.

The Bernstein base of operations is on Proxima. The Corp they own is a relatively minor one, for the most part ignored by the major Corps.

BERNSTEIN FAMILY

YEARLY INCOME: 100,000,000 c.

OPERATIONS:

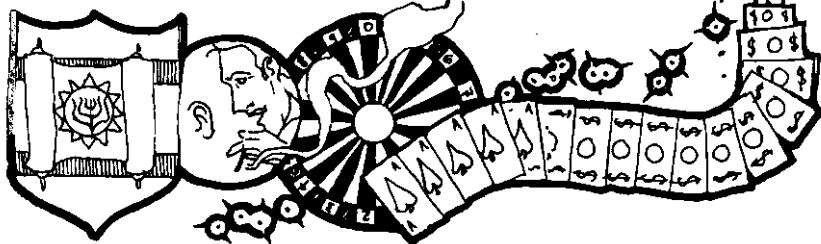
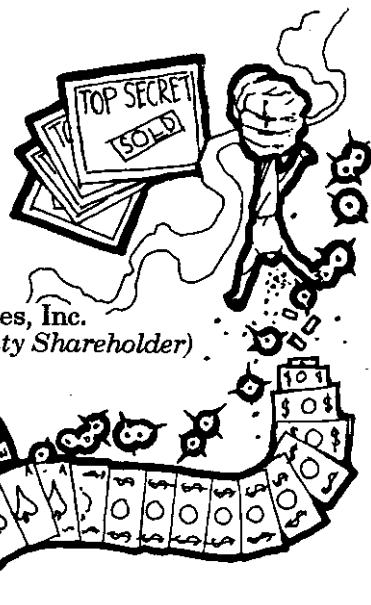
Extortion 20%
Gambling 25%
Loan Sharking 25%
Insider Trading 10%
Auctioning 5%
Smuggling 15%

BASE OF OPERATIONS: Proxima

OTHER BASES: NONE

STOCKS OWNED:

Terran TransMatt Specialties, Inc.
Farragut Transport (Majority Shareholder)



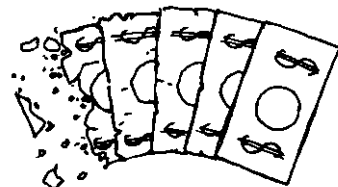
PERSONALITIES

Michael Bernstein Human Smuggling

CON 65 STR 85 DEX 45 IQ 65 WIS 95
AGL 45 PRZ 55 MS 165 BOD 12 RES 23
SPEED 24 BASE TO STRIKE: 15% DAMAGE BONUS: 9
SPECIAL ABILITIES: None
NATURAL WEAPONS: None

SKILLS:

Smuggling 75%
Administration 75%
Corporate Structure 65%
Criminal Law 85%



Personal Data:

The only member of the Bernstein family not under investigation, Michael has kept his head down and is weathering the storm. He does this by analyzing information gathered from spies in the various Corps and acting on it. This has proved to be fortunate, because he has avoided the past six sweeps by law enforcement.

Right now he is trying to break away from the family without getting them angry, knowing that he must do this to survive when the family collapses. So far he has been doing a good job. For the past two years he has been moving money, resources, and personnel to secret locations around known space, using his smuggling operations as a cover. Michael knows that if he is ever caught, his life will be forfeit.

Recently he cut a deal with the Burakumin to smuggle their clones across space to their destinations. He finds this distasteful, but sees no other way to raise the capital he needs to start his own gang when the Bernsteins fold. He is seriously considering a proposal from the Shadow Warriors that he join their gang. He sees this as a sound financial move.



THE SHADOW WARRIORS

The Shadow Warriors are the newest "family" to be inducted into the Council of Ten. This group marks the most radical change in organized crime to date, and might very well be the gang of the future.

In the ten years it has been in existence, this gang has moved from a band of small-time drug dealers to build one of the larger and more powerful organizations in space. Rivaling only the Haufmann and Rosettis in power and income, they maintain a low profile, waiting patiently for a family organization to crumble before moving in and taking over. With agents on every world and operations of every type, this gang is going places.

What makes the Shadow Warriors so unusual is that they have little criteria for joining. You can find free Betas, escaped Betas, Aborigines, humans of every race and creed making up their ranks. The only rules are that you be intelligent and you do whatever your boss tells you, without question.

Their structure differs in that every operation is split into ten man cells who run the operation and report to their boss, usually through a drop off point or a middle man. Their boss is just one of ten who reports to his boss, until it reaches the ears of the Capo. All of the troops are intelligent (*everyone of the Shadow Warriors has a minimum IQ of 40*) and are given a free reign to do as they wish, just so the job gets done. This makes it difficult for the law enforcement personnel to keep track of these people, because no one member knows who their boss is.

The Capo is a free Beta who escaped from TTMS labs after a particularly dangerous mission. Not much information is known about this gang, mainly because most who are captured commit suicide before questioning.

THE SHADOW WARRIORS

YEARLY INCOME: (est.) 13,000,000,000 C.
OPERATIONS: ALL
BASE OF OPERATIONS: UNKNOWN
OTHER BASES: UNKNOWN
STOCKS OWNED: UNKNOWN



DESIGNER'S NOTE: This last gang was included so the GM could create his own custom-made gang, designing it to fit his type of campaign. This and all the other families can be changed in any way the GM sees fit, depending on the mood of the campaign.

RELATIONS WITH THE CORPS

The following section deals with the relations that the various Corporations have with the families. It is only given as a general guideline; the GM will have to flesh out the actual details himself. Remember: this information is not generally known, and some of it could change the balance of the game if the players knew it. The GM is urged to change anything he sees if he feels his players have the knowledge herein.

TTMS

TTMS is the oldest and most powerful of the Corps, so it is only natural that it be riddled with agents from all the families. In addition, since it was TTMS that was responsible for transporting the mobsters to space initially, many of the stockholders are actually descendants of these past criminals, and are in some way related to the present day families.

TTMS has recently tightened security ever since a spy was killed trying to get data on the circuitry of a transmatt station. Suspecting everyone, and really having no idea who was responsible, they have decided to carry out a purge of all suspected agents in their midst. So far, it has failed miserably.

The families love the money generated by their operations in TTMS, and feel any change would be detrimental to their profits. For now, there are no plans in regard to the Corp, only to keep TTMS Security chasing after shadows while the families keep away from transmatt technology.

TAU CETI PRIME

TTMS's oldest rival, Tau Ceti Prime has the same problem that everyone else has; lack of independent transmatt control. With TTMS controlling the distribution of the stations, Tau Ceti Prime must kowtow to them to get what they need. This has led to some bad feelings between the two Corps.

It is these feelings that the families are fanning. Believing that competition is good for business, they have their stockholders constantly suggesting ways for Tau Ceti to gain the upper hand. While the meetings are dragging on, agents in the R&D sections are busy robbing the Corp blind. In the past year, 27 out of the 30 projects undertaken were also being produced by TTMS within two weeks. Naturally, Tau Ceti blames TTMS. The more TTMS denies it, the more Tau Ceti blames them.

The families are in heaven. Not only do they encourage Tau Ceti to blame TTMS, they have gotten into the practice of blaming the other Corps for their woes. Meanwhile, the intercorporate squabbles continue while the families get rich.

ENCLAVE LTD.

Enclave Ltd. suffers from the same problem that the other Corps do: spies in their system. The Board of Control is reluctant to do anything though, because of reports they are getting from their spies in STPD Engineering. Many people, the CEO included, feel the Corp should make peace with the families, if only to get them off the Corp's back. Enclave's primary problem is with drugs. Many of their employees have been known to use illegal recreational pharmaceutical in their off hours, and the problem is beginning to get out of hand. All drug rehabilitation programs usually fail after a few weeks. This problem is being reduced, though, as the Corporation is starting to pay the mobs "protection money" to keep the drugs out of their factories.

The Corp is taking a novel approach to the problem of spies stealing technology. Enclave is starting to reduce the size of their R&D staff. They are not the only Corp to realize that it is cheaper to buy technology from the mob than to spend billions on designing and testing their own.

UNITED INDUSTRIES

Because United is a relatively new Corp, the mob families haven't gotten too many spies in, but they are beginning to make progress. Already, several of United's newest inventions have been marketed to the other Corps, and the Board of Control is starting to get suspicious. This has led them to place an elite security squad in all of their research facilities. This seems to have stemmed the tide of thefts, for now.

Other than that, there has been no family activity with United. This is not from a lack of interest, but rather from a lack of manpower. Several families are content to place deep moles loyal to the family in place and wait to see what develops.

STPD ENGINEERING

Relations between STPD Engineering and the families couldn't be worse. Recently, the Corp got a new CEO who was an ultra-conservative right winger. Upon seeing the widespread corruption in the Corp, he decided to purge it of all unwanted elements.

This caught the families completely by surprise. Angered by the loss of over one trillion Cs annually, the Council of Ten unanimously decided to declare war on the Corp. Using the last Inter-Corporate War as a smokescreen, they proceeded to ruin STPD Engineering.

The Council of Ten started small; widespread assassinations of low-level executives was thought to do the job. When it was apparent that the CEO wasn't going to budge, they decided to get rough. Only after the senior vice-presidents were killed and most of the stockholders run off, the CEO asked for peace. He was ignored.

As of now, the CEO is the only force holding STPD Engineering together. From the heavily guarded Corporate homeworld of Ymir, he is trying to piece together the remains of his forces. What he doesn't know is that his only surviving Administrative Assistant is actually working for the Smythe family. It is only a matter of time before the AA gets tired of the CEO, and then a single gunshot will spell the end of STPD Engineering.

B'HAZARD MINING

This Corp is practically new on the scene, and as a result hasn't had too many encounters with the families. To date, the families have managed to get a total of only three agents into B'Hazard, and these lasted less than 24 hours. Council consensus is that they should either resort to more drastic means or drop the Corp entirely.

What the council doesn't know is that B'Hazard is cooperating with the various law enforcement agencies try to put the families down. The three agents that had managed to penetrate B'Hazard's defenses were quickly captured and interrogated. A special top-secret law enforcement branch, based on the B'Hazard homeworld of Xanudo, has been formed for the express purpose of ending mob rule. So far, they have only the information given in the family briefs.

THE UNIONS

Contrary to popular belief, there are no mobsters in the unions. Maybe this has something to do with the fact that any persons who are revealed as having mob connections are usually beaten, frequently killed, or run off the planet within twenty-four hours. The union organizers have no truck with the mob, and feel that the only good mobster is a dead mobster. This has caused most of the families to steer clear of the unions.

That is not to say that the Unions have nothing to do with the families at all. Some union members use drugs, which are mostly mob supplied; in fact, even though the mob can't get into the unions, they get as close as possible, so they can make all the profits.

ARTCO INCORPORATED

Artco Inc. has only one mob connection. Those gangsters who feel that everyone will be impressed by culture buy one share of stock (*they get a free ticket to the showings that way*). Other than that, the family couldn't give a hoot about the Corp. I mean, who wants to be known as the "Painting Mobster"?

ARIES ONE

Most family members would give their left arms to get someone inside of the ARIES factory. Unfortunately, no one has been able to do it. Try as they might, the agents they send just keep disappearing. That doesn't mean that the families don't have any dealings with them. The

ARIES Suit is one of the most requested items among the gunrunners, and ARIES One is only too happy to oblige them, for a price.

BERNAL AND ASSOCIATES

Bernal and Associates enjoys highly favorable relations with the families, mainly because in the past it has prevented some very bloody and costly gang wars through negotiation. Now, many of the gangs look with respect towards the Corp, and the Corp is left alone because of that.

TWILIGHT INDUSTRIES

This Corp is riddled with underworld agents who, operating under the guise of independent employees looking for that big score, get first pick of any salvage that the Corp gets. This independent salvage is then turned over to the family who tries to use it to their advantage. These agents also sell secret Twilight information gained through the salvage of one Corp to the other Corps, usually their competitors. This has led to some bad feelings, mostly between TTMS and Twilight, who are both competing for the same salvage.

BRINGAMEN

Also contrary to popular belief, the Bringamen Corp has no ties with the mobs. One day a family agent heard a couple of union strikers complaining about Bringamen, and the idea dawned. The families have been spreading rumors heavily for the past few years about the Corp being mob owned, having mob ties, etc. The families keep all operations away from the Corp and let them take the bad press. This has worried the CEO and the Board of Control to no end. Every time the Corp starts a new PR program, a fresh set of rumors get started.

GARDNER PHARMACEUTICAL

The one Corp that is almost wholly owned by the Council of Ten (*surprise!*) provides a ready screen for their drug manufacturing. After all, who would suspect a drug company of manufacturing drugs? (*Well, what did you think they manufactured? Transmatt shuttles?*) This has provided a steady cover, because not only does no one suspect a pharmaceutical shuttle of being dangerous, it can safely supply dangerous chemicals to the pushers and distributors of the universe. The families actually make a legal profit off the legitimate drug enterprises of the Corp.

CAPELLA MINING

This Corp has had very few encounters with the families. This is because none of the families have any real interest in going to the heavy-G worlds that Capella exploits. This, coupled with the fact that the Corp employees are always moving about, makes for one of the cleanest Corps in the universe. There has been some talk about recruiting some Capella employees as agents, but no action has been taken to date.

FREEPRESS

The mob loves the Freepress Corp. That is because by owning some of its stock, the families can influence some of what is written. This is why there is so little press about the operation of the mob, and so much speculation that the whole idea of an interstellar crime cartel is the creation of the Corps themselves. Once in a while some go-getter journalist gets it into his head to expose the mob, but lucky accidents (*caused by the families*) usually end this feeling quickly. Recently, the Freepress has published some scathing articles on STPD Engineering, virtually putting the final nails in STPD's coffin. These were, of course, being influenced by the families.

GARFIELD ENTERPRISES

The mob has nothing to do with this Corp. They say it is because they have no interest in controlling some old ruins and rocks. The truth is every time a mob agent gets close to the Corp, he is thoroughly outsmarted by the Exs. The Corp sees this as an amusing exercise, while the families see it as a frustrating and expensive rash of failures. For the last several months, the families have chosen to ignore Logan Garfield, and his group of "techies". The same may or may not be true in regard to Garfield ignoring the families.



INDEPENDENTS

Just because there are ten families controlling interstellar illegal operations doesn't mean that they control all operations. After all, the universe is just too big. Therefore, the families tolerate the existence of minor, planetary based crime rings.

The Independents, as they are called, lack the style, the resources, and the capital of the big mobs. These are usually cut-rate affairs concentrating on one area of expertise (*such as drugs, gun running, organ-legging, etcetera, but never more than two*), and by eliminating the competition (*usually with heavy amounts of gunfire*) they take over a planetary operation. Given the size of some planetary populations, this is not hard.

The Council of Ten keeps a careful eye on all up-and-coming planetary mobs. Those that are good enough are invited to join the interstellar mob. Those that are dangerous are eliminated.

The independent operations tend to be low-budget affairs that are more dangerous to the victim than the mobsters. This is where the real psychos shine. For instance; if you want to start an organlegging ring but don't have the starting capital, just find someone in the wrong place at the wrong time and steal their organs. Use a really sharp knife. Then ship the parts to a distributor while the press makes noises about some psycho slicing people up.

Dangerous and unpredictable, the Independents are a bad group to encounter. Any law enforcement personnel will be hard pressed to stop these maniacs without some loss of life on both sides.

TERRORISM

A small group of people get together and blow something up/kill someone/kidnap someone, demanding the release of political prisoners/save the bottlenose dolphin/get the Corp out of Vietnam, whatever.

These people are little more than crazies, fighting for some obscure cause and willing to use whatever means necessary. They have a passion for firearms and explosives, planting bombs to kill innocent civilians while spraying other people with automatic fire. They love the press; it gives their causes credibility.

Often armed with obsolete weapons and partially working equipment, these fanatics roll into town, shoot up something, then hide when the police arrive. At lower levels, they are more of a nuisance than anything else. When these people gain real power, though, they become dangerous. Many a Corp has lost valuable resources and equipment when a terrorist flies a shuttle laden with explosives into Corporate staging area. When they get psychopathic, they must be destroyed by the law.

SKILL DESCRIPTIONS

• AUCTIONING

This is the ability to juggle many different offers for an item that you are offering for sale. A successful roll means that you have received the largest amount offered for said item. A failed roll means you got stung on the deal, or the deal fell through.

• CLONING

The knowledge of what is involved to create duplicate lifeforms. This skill allows a successful roll to determine just what equipment is required, the basics of the process, how long it usually takes, etc. Note that this skill only pertains to general knowledge, and cannot be used to produce successful clones.

• COMMERCE

The knowledge of how to buy and sell items in order to make a profit. A successful roll means that the item has sold for the price asked.

• COUNTERFEITING

The skill of creating duplicates of an item for purposes of financial gain. The items duplicated are usually able to be turned into cash in a short period of time. A successful roll means that a duplicate has been made without flaws. A roll under 05 means that the item is indistinguishable from the original.

• DIPLOMACY

The ability to negotiate with other parties to accomplish some common goal. Also can be used as a form of mediation between two parties in conflict.

• DRUG DISTRIBUTION

The ability to sell illegal drugs to someone. Also used to determine if the drug dealer successfully eludes capture by law enforcement.

• DRUG MANUFACTURE

The knowledge of what is involved in the setup and operation of a successful drug laboratory. Note that this skill does not allow characters to successfully set up a drug lab; they only know what is involved in the setup of one, not how to produce the drugs. Can also be used to identify hidden drug labs.

• ENTERTAINER (ACTING)

The ability to alter ones conduct or behavior in order to put across the impression that one is someone else. This can be used in dramatic plays, movies, etc. or in real life when the character wants to seem to be someone he isn't.

• EXTORTION

How to blackmail someone for money. This can involve incriminating evidence, secret information, kidnapping, etc. Can also be used to successfully negotiate with blackmailers.

• GAMBLING

The ability to increase one's money through the use of betting on different events. This is an overall skill, to be used in poker games, boxing matches, horse racing, whatever. Also known as betting. A failed roll means that the character loses.

• GUN-RUNNING

An offshoot of SMUGGLING, this skill allows the character to become a successful arms dealer, from the procurement of weapons and equipment through the negotiations to the final delivery to the buyer. Can also be used to determine the quality of weapons and equipment observed.

• INSIDER TRADING

This skill allows a character to act on information received from legitimate sources, usually making a profit by the illegal sale of such information where several individuals or organizations will profit.

• LOAN-SHARKING

The ability to loan money, usually large amounts, and profit off the loan by charging ruinous interest rates. Force is sometimes used to collect on a debt. Can also be used to determine who exactly gets the money in the end.

• MARKETING

The ability to sell items for a profit. This also lets the character succeed in negotiations in prices. Includes the ability to judge the quality of an item.

• MONEY LAUNDERING

The ability to take monies that are gained through illegal means, invest them in a company that is legitimate, and remove monies from the company that are untraceable. Can also be used to uncover money laundering schemes.

• ORGANLEGGING

Illegal marketing of internal organs to private individuals, usually for illicit purposes. Also used in avoiding prosecution. A failed roll means that the shipment was somehow damaged, destroyed, intercepted, etc.

• TORTURE

This is the use of extreme force, usually physical, on another life form, usually to get them to do what you want. Some aspects of this skill require special tools, some of which are easily obtained or made. This skill also includes the history and methods of torture. The Corps seldom use this.

Designer's NOTE: This skill is to be used only by non-player characters. No PC should ever have access to this skill. Any GM who allows the players to have and actively use this skill doesn't deserve to be allowed to run games.

WEAPONS AND EQUIPMENT

The following is a short list of some of the illegal equipment that is used by the various criminal factions of the universe. Most of these items are not commonly available to the player characters and must be obtained through the black market.

EMP BOMBS

The EMP bomb is a nasty little weapon. Doing no immediate damage to persons in the area, when detonated it releases an Electro-Magnetic Pulse that literally fries all operating electronic equipment. Any items caught in the blast radius are useless without a major overhaul of all affected systems. There are several different models, all with different ranges. Note that purely mechanical equipment is unaffected by this weapon.

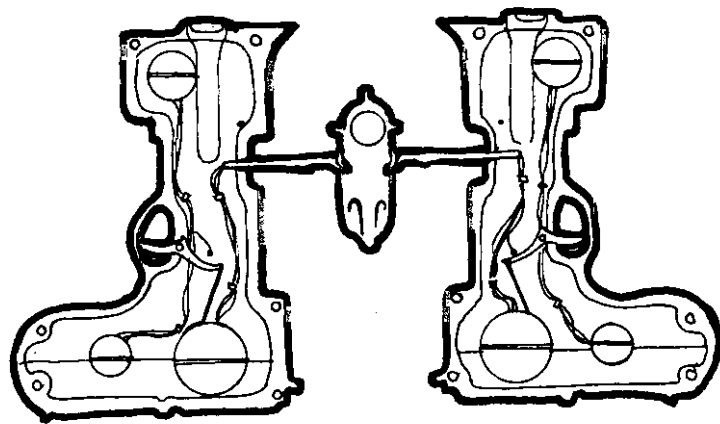
AREA OF EFFECT

COST

30 Feet	1,000 C.
150 Feet	5,000 C.
300 Feet	10,000 C.
1500 Feet	500,000 C.
1/2 Mile	1,000,000 C.
2 Miles	5,000,000 C.

PLASTIC GUNS

These weapons are highly expensive, but can be smuggled past detection devices with a high degree of success. Any type of weapon can be created as a plastic firearm, but pistols have the advantage, as rifles are hard to conceal and energy weapons are easily detected. Multiply the price on any weapon by a factor of ten to get the price for this kind of firearm.



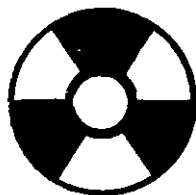
NUCLEAR WEAPONS

Nuclear weapons have been unilaterally banned by all Corps and most of the sane people in the universe. These weapons are highly destructive, often meaning their use is more dangerous than the objective they were used against. The only weapons that are legal are those under 5 microtons, although for some highly dangerous situations (*such as a mass invasion from space by horrible bug-eyed monsters that want our women*) higher types are used. These are seldom and far between.

Many persons attempt to make nuclear weapons, but due to public opinion against them and the actual danger involved in the process, few of these "in-home" weapons labs survive. The few nuclear munitions that are produced make it into the hands of black marketeers that are often crazier than their customers. These weapons are highly illegal, and most law enforcement will save the taxpayers money by just killing all who possess such weapons.

Designer's Note: * means that these weapons are priceless on the black market. There are only three 20 megaton nuclear warheads unaccounted for in the entire universe. These are believed to be in the hands of some of the mob's crazier members. Law enforcement is VERY interested in these.

YIELD	COST
1 Microton	100,000 C.
2 Microtons	200,000 C.
5 Microtons	500,000 C.
10 Microtons	1,000,000 C.
1 Kiloton	10,000,000 C.
5 Kilotons	50,000,000 C.
10 Kilotons	100,000,000 C.
100 Kilotons	1,000,000,000 C.
1 Megaton	*
5 Megatons	*
20 Megatons	*



Designer's Note, PART 2: Actually, there are no nuclear weapons in the mob. They feel anyone who would even consider using a nuke on a target is a crazed sicko and is destroyed immediately. And the three missing 20 meggers? One was lost when the delivery shuttle crashed onto it's target; one was on a doomed Justifier mission; and the third is in the hands of a illiterate farmer on Indus. He just found is sitting in his front yard one day, so he hauled it into his barn. He has always wondered what the words "DANGER: RADIATION HAZARD" and "20 MEGATON NUCLEAR DEVICE" mean. He doesn't know, and frankly doesn't care. All he knows is that it makes a great table when his illiterate buddies come over for poker Saturday night.

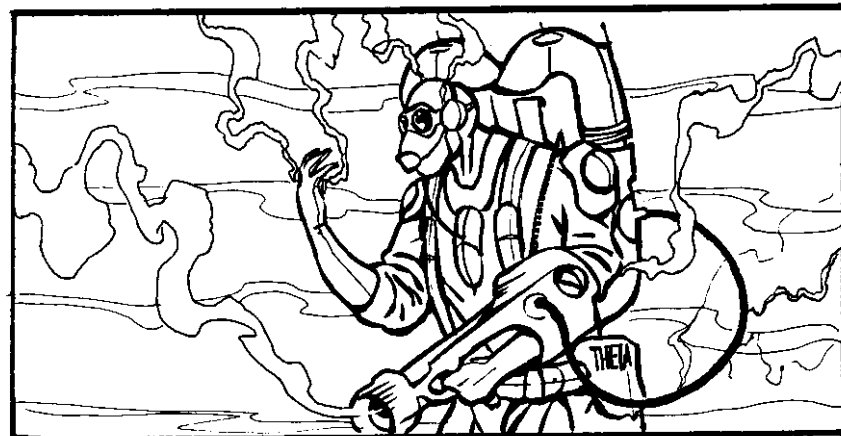
CHEMICAL WEAPONS

These are the garden variety "gas'em till they die weapons". The Corporations love these because they kill the people but don't harm the environment, much.

These weapons are produced by people who have a doctorate in chemistry and a WIS of 0. Frequently packaged incorrectly, these devices cause more damage to their creators than to an enemy. These are still rare on the black market, but much more common than the nuclear weapons. All prices reflect a dosage to cover ten square kilometers.

NAME	TYPE	EFFECT	COST
DDL-20	Irritant	Temporary Blindness Restricted Breathing Skin Rash	1,000 C.
ALPHA-2	Irritant	Restricted Breathing Skin Rash 1% Chance of Death*	5,000 C.
BERUIT COCKTAIL	Corrosive	Severe Rash Permanent Blindness 25% Chance of Paralyzation* 20% Chance of Death*	50,000 C.
THETA GAS	Corrosive	Severe Rash Permanent Loss of all Five Senses 75% Chance of Paralyzation* 50% Chance of Death*	500,000 C.
BARTON-4	Nerve	Bleeding Welts 100% Chance of Paralyzation 95% Chance of Brain Damage 94% Chance of Death	1,000,000 C.

* These chances are cumulative for each round of unprotected exposure. GM should modify these for sensitivity and level of protection.



BIOLOGICAL WEAPONS

These are VERY illegal. So illegal, you aren't killed, you are tortured to death just to make sure there aren't any more samples of the bugs left around. The Corps are that scared of bio weapons.

The Corps are so strict on this that it is in their Intercompany Charter (*a whole bunch of rules that the Corps made up so they can still make money without destroying the universe and everything as we know it*) that ALL law enforcement personnel of EVERY Corp will share ALL information gathered and work TOGETHER to combat any known power possessing bio weapons. There is no choice in the matter. EVERYONE in the ENTIRE universe will gang up on the Corp if this point is ignored.

LI-455

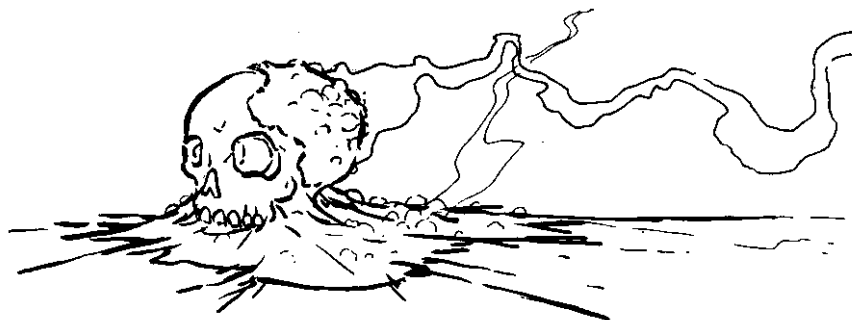
This is a relatively innocuous bug. It gets into the bloodstream of a victim and causes uncontrollable sweating for 72 hours. The only problem is dehydration.

Blue Death

This is a nasty little spore. It enters the blood of a victim through the respiratory system, causing severe coughs in the contaminated host. Within twenty-four hours the spore mutates and invades the brain cells of the host. Six hours after that, the brain cells of the host are destroyed, and new spores are formed from the damaged tissue. 99% chance of death. Treatable if detected within the first twenty-four hours with a 98% chance of survival.

Scarmange

Perhaps the most deadly bio weapon known, this fever virus enters the host's body through the respiratory system or the transfer of body fluids, including sweat. Victim will suddenly get chills as body temperature skyrockets. After ten minutes internal body temperature reaches 50 degrees centigrade. The victim's blood literally boils, flowing from all bodily orifices including pores. All contact with victim holds a 99% chance of infection. Incurable.



DRUGS

The following is a list of some of the illegal drugs available in the twenty-fourth century. The GM is advised to moderate the supplies of these drugs in his campaign, because some can seriously unbalance the game. Price listed is for one dose. Descriptions of the actual physical substance are up to the GM.

LLD66471

10 C.

A powerful stimulant, this is a relatively innocuous drug, making the user experience restlessness. This drug adds 10 to the user's speed, 5 to his CON, and 10 to his STR. The side effects are an increased stress on the users circulatory system, and in larger doses can be harmful. Must be taken orally. Known as a "Kicker" on the street.

QUANTUM

100 C.

An amplified version of amphetamine, this causes uncontrolled restlessness, and increases anger, decreases judgement. Add 20 to speed, 50 to CON and STR, and decrease WIS by -50. Addictive. Side effects include mild hallucinations. Must be taken orally. Known as "Super Fly" on the street.

EPEC-9898

1,000 C.

Originally developed as a combat drug, this super steroid is one of the more dangerous drugs on the market. The user feels immortal, experiences greatly increased hostility, decreased judgement, decreased intelligence, increased agility. Add 40 to speed, 50 to CON and STR, 60 to DEX and AGL, decrease WIS by -50, decrease IQ by -25. It is addictive (*roll under RES to resist*) and side effects include demonic hallucinations, flashbacks, temporary psychotic behavior. Can be injected or taken orally. Known as "Super Soldier" or "Boost" on the street.

S.I.-14

10,000 C.

Short for Self Immolation, this drug is used for assassinations. When mixed with gastrointestinal juices, it produces hydrogen in the victims bloodstream. After two minutes the concentration is high enough that the victim is rendered unconscious. After ten minutes the concentration is too great and the pressure in the bloodstream ignites the hydrogen, causing the victim to literally explode. Can be injected or taken orally. Known as a "Big Bang" on the street.

PSI AMP COMPOUND 100,000 C.

This drug was created to amplify the psionic powers of those who have them. If a non-psionic character takes this drug, there is no effect. If psionics are present, there is a 45% chance of death. If saved (successful D100 Roll against RES) then there is a 25% chance of permanent brain damage (D100 reduction in IQ and WIS). If that is saved, then the character falls into a coma for D10 hours, and when awakens all psionic

powers they possess are increased to 100%. Known as "Brain Blast" on the street.

COMPOUND 4423

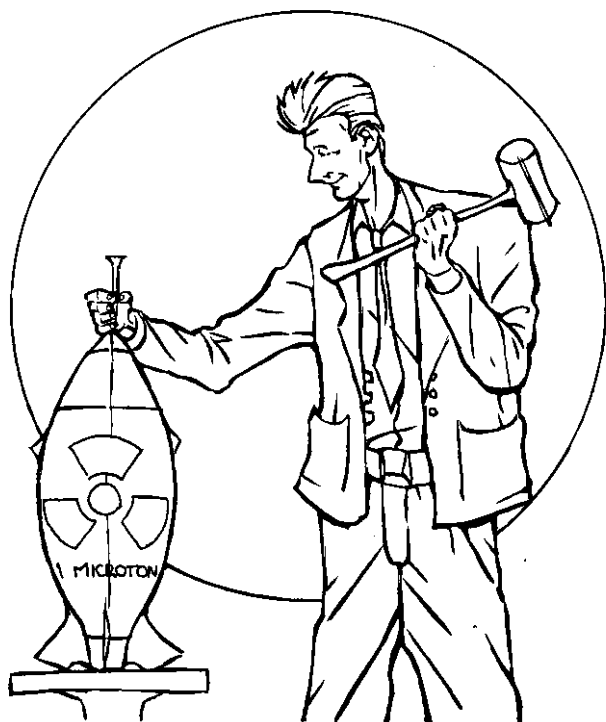
1,000 C.

Created as a sedative for hospitals, the side effects proved too unstable for continued usage. User lapses into a deep coma for 48 hours. During this time the user experiences vivid dreams of warmth, companionship, friendliness, love, and romance containing the user and anything or anybody he has ever encountered. User's body is subject to any outside influences; nothing will bring him out of the coma. User wakes to extreme depression and a deep desire to reenter his "dreamworld". Highly addictive (*roll RES/2 or less to resist*). Can be injected or taken orally. Known as "Dreamland" on the street.

L46NN1-778293

1,000,000 C.

A behavior modification drug, this is the most insidious of all. The user believes the first person he sees is his greatest friend in the entire universe. This person will follow any suggestion, no matter how disgusting, degrading, or self-destructive in the hopes of "pleasing" his friend. Dosage lasts twenty-four hours. Must be injected. There is a 10% cumulative chance that effects will become permanent with each dosage. WIS is reduced to 0; victim has no willpower.



They have all the power (financial and military) of any other Corp, yet they have no single homeworld, no single director, and the general populace knows nothing of their existence. They are the Silent Corp... a collection of "families" who control virtually all interstellar crime.

Silent Corp is a guidebook for **Justifiers** RPG players who have moved beyond planetary exploration and into the areas of Corp Law Enforcement and Espionage. **Silent Corp** gives the low down on the seedy side of Corp life...and death.



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